



NEOGEO POCKET COLOR

*Historical SNK Neo-Geo Pocket Color
magazine advertisements and reviews
collection.*

contents

Official UK SNK Adverts p3 (2 Pages)

UK Neo News Newsletter p6 (16 Pages)

UK Feature Articles p23 (8 Pages)

UK Magazine Reviews p32 (8 Pages)

UK Retailer Adverts p41 (3 Pages)

US Datasheets p45 (56 Pages)

Official US SNK Adverts p103 (6 Pages)

US Feature Articles p110 (3 Pages)

US Magazine Pre & Reviews p114 (8 Pages)

US Retailer Adverts p123 (1 Page)

Official Dutch SNK Adverts p126 (2 Pages)

Spanish Retailer Adverts p128 (2 Pages)

Official Japanese SNK Adverts p130 (29 Pages)

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Tel: 0181 371 9911 Fax: 0181 371 9890



POCKET MANIA!



HE'S BACK



40 hours continuous playtime. 16bit colour power. 6 cool cases. 1 machine. Zero alternative.

SNK



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UK Neo News Newsletter



NEONEWS

The NeoGeo Pocket Color Newsletter
Issue One - Christmas 1999

The Colour Revolution

How handhelds are taking over the world

What the Papers Say

Mainstream media salutes the NGPC

Playing Around

Introducing the NeoGeo software line-up

DC - OK

SNK and Sega get it together

The World Wide Word

The pocket wonder caught on the 'Net

SATURDAY MORNING 02:15

get some colour on your cheeks.

40 hours continuous playtime. 18 hot titles. 16bit colour power. 6 cool cases. 1 machine. Zero alternative.

SNK.



NeoGeo £59.99 Games £24.99. Available at Electronics Boutique, Game, HMV, MVC, Dixons, Currys, @Jakarta, Besties and all good independent retailers.

HANDHELDS JUST GREW UP

This is a phrase we like at SNK. We think it neatly sums up our belief in the handheld marketplace. There is now an army of older, new gamers who have recently bought into this form of entertainment. These recent converts are ready for new challenges and eager to extend their game playing beyond the couch and TV.

Great gameplay combined with stylish good looks means that NeoGeo appeals directly to these consumers.

We've designed NeoNews to give you a comprehensive overview of NeoGeo. You'll find details of all of the software titles planned for release over the next few months, details on our marketing campaigns, as well as some of the comments the press have had so far.

It's not often that you get to launch a new standard within in a high profile marketplace and the past few months have been an amazing experience. NeoGeo is changing the rules in the handheld marketplace, over the next few pages you'll see how. It's not a boy's game anymore, so hold on tight, it's going to be a long ride.

Robbie Phillips
Managing Director, SNK Europe



CONTENTS

Getting A Handhold On The Market	4
How handhelds are taking over the world	
Media Mutterings	5
Mainstream media salutes the NGPC	
Playing Around	6
Introducing the NeoGeo software line-up	
The Dream Ticket	11
SNK and Sega get it together	
Surfer's Paradise	13
The pocket wonder caught on the 'Net	
Breaking The Rules	14
Marketing the NeoGeo	

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Tel: 0181 371 9911 Fax: 0181 371 9890

GETTING A HANDHOLD ON THE MARKET

Believe it or not, portable gaming has been on this earth longer than the snake-hipped delights called Billie and Britney. But despite its age, there's no sign of drooping or sagging yet. Oh no. The handheld market is as perky and buoyant as ever.

Over the last 10 years, the market has been growing from strength to strength. One particular system has notched up sales of around 70 million units worldwide, making it the best selling console ever. In comparison, the NeoGeo Pocket Color had sold more than 10,000 units to happy gamers in the UK within the first few weeks.

It's this combination of strong sales and unprecedented longevity that makes the handheld market, quite simply, a retailer's dream. Add to that strong software sales, and you really are laughing all the way to the bank.

The shelf life of handheld games is considerably longer than other formats. Last year, the best selling portable console title sold 112,534 units in the UK. So far this year, that award goes to a game which has sold more than 40,000 units in just five weeks, and is continuing to sell around 8,000 units per week. In fact, it's held a top 10 chart position every week since release – a phenomenon usually unheard of for a handheld title.

Behind the scenes, the handheld market is as lucrative a business. Handheld games take considerably less time to develop - on average six months as opposed to at least 18 for a console title. Which can only be good news for retailers as releases are frequent, and sales profitable.



Hand

It's coming out of the bus - why do you think it's been so much fun



Much like
video g
For a re
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in his
kind o

MEDIA MUTTERINGS

With more than 10,000 consoles flying off the shelves in recent weeks, the NeoGeo Pocket Color has burst onto the scene as a firm favourite in the eyes of the UK gameplaying public. But what about the media? Have they been as enthusiastic about the arrival of the world's most powerful handheld? Let's see, shall we?

most famous for its long line of beat-arcade console, with games like Samurai
he crowds in arcades even now. And, sure
tures three fighting titles, including
Puzzle Bobble and Pac-Man, a version of
the excellent sports games, such as Neo
the full-size arcade version. Excitingly,
with Sega's new Dreamcast, although

ced £59.99 with games at £24.99.

change with the introduction next week of the NeoGeo Pocket Color handheld, priced £69.99. Whether it's the Nintendo's Game Boy share of the predecessors remains to be seen as small as the GameBoy Color, the funky in it's varied, colourful like the GameBoy, that little 16-bit visuals we've ever seen on a h

"Donate your handheld computer console to the museum because the NeoGeo Pocket is set to revolutionise the way we twiddle." **Sky**

"NeoGeo - why God invented hands."
Computer and Video Games

"That little 16-bit processor pumps out some of the cleanest visuals we've ever seen on a handheld."
Time Out

"Move over Nintendo, there's a new boy in town."
Dreamcast UK

"The NGPC is a super-cute little handheld, with superior graphics, a bigger screen and twice the battery life. It's more stylish too, and you hold it sideways rather than vertically, which makes it much more comfortable to use if you've got hands bigger than a nine year old's." **Front**

"The NeoGeo Pocket Color is a very impressive machine."
The Telegraph

PAC POCKET

The Game Boy grows up

Donate your hand-held computer to the museum because the NeoGeo Pocket is set to revolutionise the way we twiddle. It's got games out, covering everything from sports to strategy. It's also the proud owner of the only 100 per cent arcade-perfect portable

powerful than Game Boy with a bigger screen and a proper thumb-size joystick. It will also link up with the Dreamcast. It reads your blorhythms and comes in six snappy, attention-grabbing styles. Pocket it now. Available for £69.99. Games cost £24.99.

PLAYING AROUND

Okay, so the NeoGeo Pocket Color looks cool, boasts the most dedicated gaming power you can hold in your hands – but without a decent software line-up it'd be nothing more than a fashion accessory. And that's where the NGPC triumphs – its initial launch line-up is the strongest of any console, portable or otherwise, with 14 excellent titles to choose from. Further games are being released every month – including some household names which are still top secret. Third-party software support includes titles from Sega, Capcom and Namco – some of the greatest developers in the world. Many games utilise the NeoGeo's link-cable for two-player fun and some even let you trade items. Cool, huh?

But there's more to come. Lot's more. From sports simulations to role-playing games; from furious beat-'em-ups to cerebral puzzlers, NeoGeo aims to please. Here's a whistle-stop tour of the NeoGeo Pocket Color's gaming highlights. All games cost a ridiculously-low £24.99, which is too good to be true, if you ask us.



Metal Slug: First Mission Available Now

Taking the best elements from the pyrotechnic-loaded arcade series, Metal Slug: First Mission is the purest form of handheld shoot-'em-up action. Bold graphics, tons of weapons, countless heavy-duty vehicles and more action than a back-ally in Essex town centre on a Saturday night, this is one arcade game that demonstrates the fine processing power of the NeoGeo Pocket Color.

Barcode 50 55000 80021 6 **RRP** £24.99



Puzzle Bobble Mini Available Now

Mischievous dragons Bub and Bob are back for another bubble-packed puzzle game. You know the drill; fire coloured bubbles towards the top of the screen – line three up and they'll disappear. The Puzzle mode challenges players to clear 100 progressively nightmarish levels. Challenge the computer or a mate (via link-up cable) to the Versus mode and it's a straight fight to the finish, where burst bubbles are transported to the opponent's side of the screen. Awesome. For some reasons girls like this a lot. But that's probably because it looks pretty.

Barcode 50 55000 80016 2 **RRP** £24.99

Beast Busters: Dark Arms Available Late November

When Darwin came up with that theory of evolution nonsense he could never have predicted this – people attaching mechanical arms to their torsos in order to make themselves harder. But that's what has happened in the world of Beast Busters, a stunning role-playing adventure where evolution is there for all to see. Additional firepower can be obtained by evolving weapons into new hardware, offering a new style of adventure. The graphics look top, too.

Barcode 50 55000 80033 9 **RRP** £24.99



Neo Turf Masters

Available Now

Everybody likes a good golf game. And they don't come much better than Neo Turf Masters which offers three 18-hole courses, a selection of golfers and finely-tuned gameplay. Winning the Triple Crown rewards champions with the Golf Set of Legends – and the link-up mode allows players to trade and compete for individual clubs. Beautiful graphics, devilishly challenging courses and infinite replay value make this one of the NeoGeo's star performers.

Barcode 50 55000 80027 8 **RRP** £24.99

Sonic Pocket Adventure

Available Spring 2000

The super-Sonic platform star is back in one of his toughest adventures yet. This pocket-sized quest sees Sonic battling through both classic and new levels in an effort to rid the world of the evil Dr. Robotnik. None of the trademark playability has been lost in this translation which offers Trial, Duel and Puzzle modes – all portrayed in Sonic's customary eye-watering Speed-O-Vision. It's more than enough to keep any hedgehog lover happy, without getting in trouble with the law.

Barcode 50 55000 80038 4 **RRP** £24.99



SNK vs. Capcom Card Fighters Clash

Available December

You know the fighters. You know how tough they are – but you've never seen them fight like this. Available in two versions – SNK vs. Capcom or Capcom vs. SNK – Card Fighters Clash is part RPG, part card-trading game and all combat in one of the most innovative handheld games yet. In single-player mode, gamers duel to become Card Fighting Champion in a game of skill that takes the best bits from Magic: The Gathering and Top Trumps. Against other players, though, things become much more risky, with losers forfeiting some of their deck. Lush visuals and recognisable fighters make this one of the system's premier titles. Trust us on this.

SNK V Barcode 50 55000 80034 6 **RRP** £24.99

CAPCOM V Barcode 50 55000 80035 3 **RRP** £24.99

Pocket Tennis

Available Now

Eight of the world's best tennis players gather to compete in the greatest tournaments on earth – and you're due on Centre Court. Pocket Tennis offers a dazzling array of moves and a non-stop series of tournaments, which take place on one of five different courts. En route to the Cup, you'll need to take on some out-of-this-world characters with super-human abilities. But beat the best and Pocket Tennis will keep track of your achievements, retaining your records for prosperity. And for boasting.

Barcode 50 55000 80012 4 **RRP** £24.99

Puzzle Link

Available Late November

Originally called Tsunagete Pon (pronounced: "Tsunagete Pon", we reckon), Puzzle Link is a puzzle game in which you have to link blocks of colour together using a magic firing thing. It's much easier to play than it is to explain, but rest assured that its another finely-crafted IQ challenger whose simple gameplay hides real depth – various chain reactions can have dramatic consequences – and the different modes are sure to keep puzzlers happy for yonks.

Barcode 50 55000 80025 4 **RRP** £24.99

PLAYING AROUND CONTINUED

Samurai Shodown 2

Available Now

Described by some as the best portable fighting game on the market, Samurai Shodown offers handheld combatants a choice of 16 warriors with which to prove their mettle. Each fighter has two modes – slash or bust – doubling the number of moves to be mastered. Add to this the innovative card system in which players gain additional skills by performing peerless combinations and you've a beat-'em-up which knocks the opposition into a cocked hat. Graphical trickery makes this a treat on the eyes, too. Provided they haven't been blackened.

Barcode 50 55000 80023 0 RRP £24.99

Pacman

Available Now

Wacca-wacca-wacca – the world's first 'eat-'em-up' makes a welcome return in this, the only arcade-perfect handheld version of the classic 80s video game. Gobble the dots and avoid the ghosts – though a well-timed power pill allows a brief period in which to turn the tables and dine on the spookernatural beasties. Only recently, a US games player became the first person to gain a perfect score on the arcade granddaddy. With this portable version, you'll be able to repeat his feat wherever you like. Though we bet you can't.

Barcode 50 55000 80031 5 RRP £24.99

King of Fighters: R2

Available Now

More fist-fumping action – though this time, it's not restricted to the NGPC. Combos, power-up meters and secret moves ensure that KoF:R2 is as polished as they come. Its five battle modes and 14 characters – some hidden – make KoF a real challenge, especially with over 200 different items and equipment to collect in the RPG mode. Amazingly, with the optional Dreamlink cable and King of Fighters DM 99, you can transfer fighters you've trained and equipped between the NGPC and Dreamcast – meaning you can challenge your mates with your home-grown characters wherever you are.

Barcode 50 55000 80011 7 RRP £24.99



BioMotor Unitron

Available Now

An epic role playing game in which you must collect and develop weapons for their mechanical Unitrons – awesome dueling robots with upgradable body parts. Once you're happy with the set-up, these Unitrons can be entered into battle in the game's arenas. To finish the game, you'll need to embark on a series of quests and conquer the five dungeons, each of which hides a valuable secret. Items obtained can be traded with your mates in order to achieve that perfect set-up. But don't give away anything too valuable – you'll need everything you can get your hands on for the show-stopping finale.

Barcode 50 55000 80024 7 RRP £24.99



Fatal Fury: First Contact

Available Now

Large character sprites, silky animation – Fatal Fury: First Contact could easily be a combat game on one of the 32bit home machines. But it's not. Fatal Fury is proof that the best things come in small sizes (apart from those, obviously). Advanced artificial intelligence make bouts real nail-biters – button-bashers will be found out very quickly. Hidden artwork rewards players who manage to complete the game – and with 11 characters to choose from, completing FF in its entirety will take a long, long time.

Barcode 50 55000 80020 9 RRP £24.99

Puyo-Pop

Available Late November

Okay – it's an odd name. But that's because Puyo-Pop hails all the way from Japan, where everything's a bit odd. The truth is, when they're not singing karaoke, the Japanese like nothing more than a game of this – Sega's taxing puzzler. Several modes of play are on offer, but the objective is beautifully simple: clear the screen of columns by connecting four of the same colour together. They'll disappear, others will drop from the top of the screen and the game continues. Brilliant, brain-busting fun.

Barcode 50 55000 80026 1 RRP £24.99

Baseball All-Stars

Available Late November

Hit a home run at home, in the office or down the pub, with this superb baseball simulation. Though the game looks cute, it packs a powerful punch, with intuitive controls offering a scope of playing styles. There are 12 fully customisable teams to choose from and each batsman and pitcher has individual stats. Compete in the dome or stadium parks either against the computer or a mate – with two-player winners being awarded a bonus player each time they triumph.

Barcode 50 55000 80024 4 RRP £24.99

NeoGeo Casino Series [4 games]

Available Now

Neo 21, Dragon's Wild, Neo Mystery Bonus and Cherry Master take the sting out of gambling by allowing players to risk virtual money on the cards or slots. Casino odds and rules ensure everything's legit and all three games feature hidden games or bonuses for those that really want to ride their luck. The difference here, of course, is that a bad night means you won't have to hitch home and lie to the missus.

Neo Barcode 50 55000 80032 2 RRP £24.99

DW Barcode 50 55000 80013 1 RRP £24.99

NMB Barcode 50 55000 80015 5 RRP £24.99

CM Barcode 50 55000 80014 8 RRP £24.99

NeoGeo Cup

Available Now

Play football whenever you like – even during the boring old cricket season – with this top footie game. Master your skills in a series of friendlies before selecting your team and taking on the might of the world in a global tournament. Crisp visuals and rich sound make this a genuine crowd-pleaser, but it's the gameplay that really shines. Its simple control system is deceiving – it'll take a lot more than hoofing the ball down route one in order to overcome the natural skill and flair of the South Americans. Prizes earned can be used to upgrade your team as the tournament progresses – put on a show-stopping performance and your team will attract a larger worldwide following, increasing team morale.

Barcode 50 55000 80018 6 RRP £24.99

CELEBRITY ENDORSEMENTS

This season, the coolest fashion accessory to be seen hand-in-hand with is not some unattractive ginger-haired publicity-seeking beaming old bag. Or Geri Halliwell. Nope – it's the NeoGeo Pocket Color, as some of the biggest names in the business they call 'show' have proved.

Zoe Ball loves hers. XFM's Tom Binns is a fan. The 11 O'Clock Show's Iain Lee couldn't keep his hands off his during a recent live transmission. Even Mayo is, by all accounts, on the blag for a couple for his kids. And recently, blond-haired singing heartthrob Nicky Byrne from chart-toppers Westlife went onto BBC's Electric Circus to confess his undying love – and here is what he had to say:

"While game consoles and PCs are all well and good, they're not too handy when you're travelling round all the time. But this is where pocket consoles come into action and this is the latest boredom-blasters, the new NeoGeo Pocket. With more power than the Game Boy, a bigger view screen and its very own mini joystick, the NeoGeo is set to start a cyber battle that will change the face of button bashing forever. In fact, the NeoGeo already has 14 games out to twiddle your way through, from the old-school arcade classic Pac-Man to serious shoot-'em-ups like Metal Slug.

Well, fit for a football player like myself, I'm going to kick-off my games review with NeoGeo Cup 98. The tournament takes place between 16 countries, all hoping to go through and win the Championship. With six minutes of play per game, this is probably the quickest World Cup you'll ever see. But beware – if you ride a slide tackle too far and gather yellow cards, you'll be down to 10 men and out of the running. However, with a taste of victory you can win a cash prize to buy skills and strengthen your team.

But if you'd rather slug it out than score goals, then King of Fighters: R2 is the game for you. As well as designing your own custom made character, you can choose from 14 different warriors to battle with and if you've got the link-up cable you can even trade skills with a friend and take on the fight together. King of Fighters: R2 is a fantastic game. A little bit like Streetfighter, but it's definitely one to buy.

And finally, if you're more into brain power than muscle power, why not try Puzzle Bobble Mini? This is another familiar arcade game, which has made it onto mini format. As you attempt to clear the screen before the bubbles take over, simply fire your bubble at the pack and if three or more of the same colour are linked together, they'll pop. Well, Puzzle Bobble Mini really got me. It took me a while to get a hold of it and get used to it, but it's a fantastic game and one I'd definitely go out and buy. Like the Game Boy, the NeoGeo is very handy and very entertaining. You can link up with other players, and with future games you can even link up with the Dreamcast. But the beauty of handheld games consoles is that when you've got to go – you've got to go."

[scarpers]

THE DREAM TICKET

What do you get when you combine the most powerful handheld gaming console with the most powerful home games console? That's right – the envy of your mates and the most exciting development in interactive entertainment since a thin white line and a crude square ball went Pong.



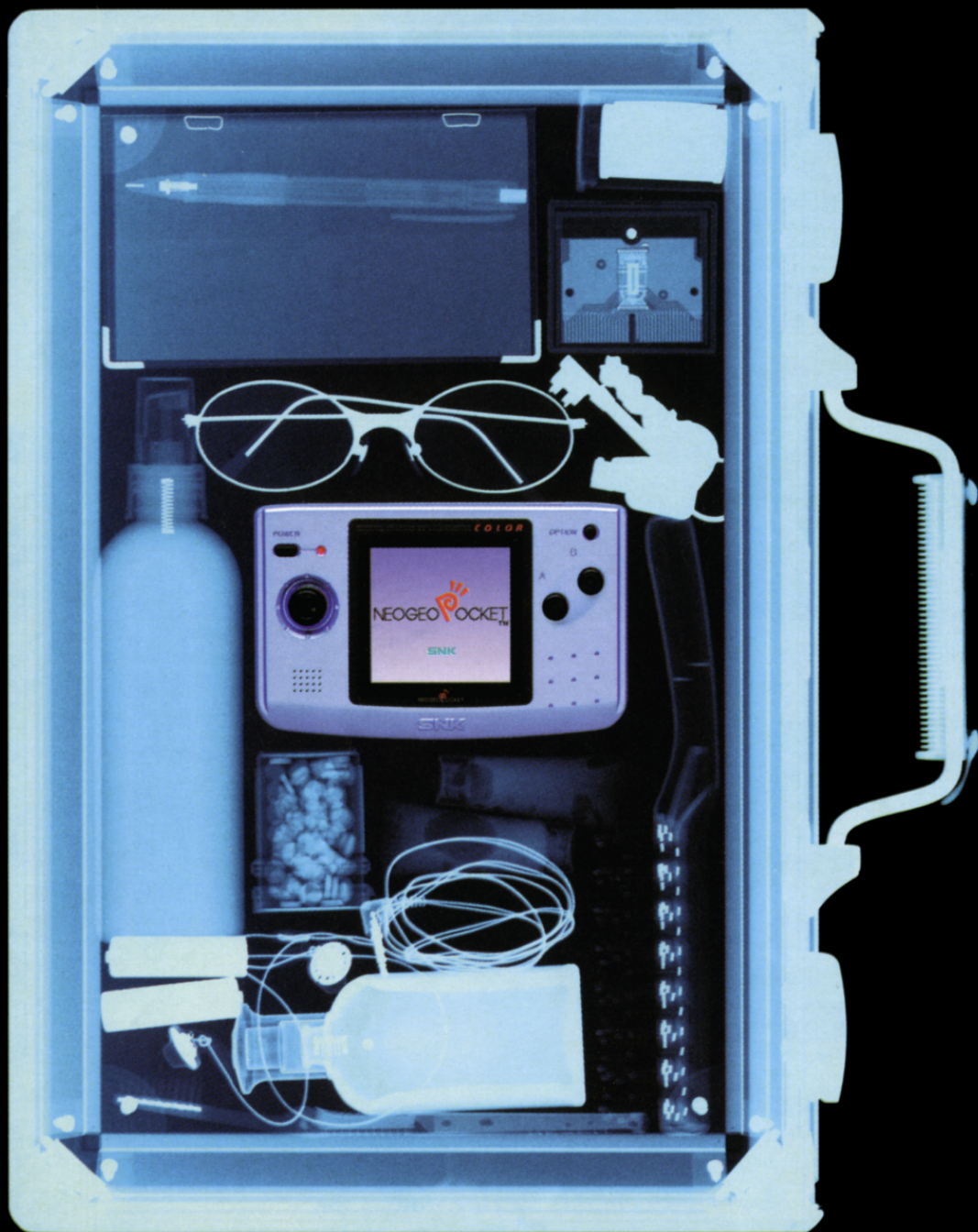
In an unprecedented move, SNK and Sega have joined forces to offer inter-format-compatibility. It's a difficult enough word to type – even if it's a word at all – but what does it really mean?

Certain games will be available on both systems – for example, King of Fighters which is out now on NeoGeo and early in the new year for Dreamcast. And while they'll play quite happily on their own, the two games really shine when combined. Like a super-hard Tamagotchi, the more you play with each fighter, the more they will develop – the difference being that rather than doing electronic poos, these fellas beat

the stuff out of each other. A fighter trained on one system can be exported to the other – so no matter where you are, your efforts will not be wasted.

Both the NeoGeo and Dreamcast are relatively new machines, yet there are a number of titles in development that will offer this inter-format-compatibility. SNK is keen to promote a true family of gaming platforms which offer games players the best of both worlds.

get some colour in your life.



HEATHROW AIRPORT 16:44

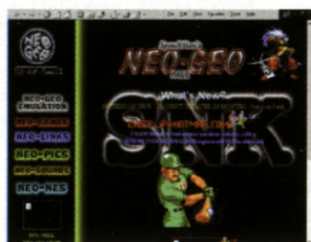
40 hours continuous playtime. 18 hot titles. 16bit colour power. 6 cool cases. 1 machine. Zero alternative.

SNK



NeoGeo £59.99 Games £24.99. Available at Electronics Boutique, Game, HMV, MVC, Dixons, Currys, @Jakarta, Besties and all good independent retailers.

SURFER'S PARADISE



Sexy, stylish adverts and cunning PR have successfully rocketed the NeoGeo into gamers' lives during recent weeks. But a format won't survive without a loyal fan-base and these days winning the voice of the public is as important as anything else. Thankfully, the NeoGeo has attracted a worldwide army of fans, many of whom are more than happy to share their enthusiasm with the rest of the globe. Here's a whistle-stop tour around the World Wide Web and a sneaky peak at what official and unofficial sites have to say. Thankfully, they're pretty much the same.

For the official word on the world of NeoGeo, head over to www.neogeopocket.co.uk, where you'll find solid background information on the console and the current line up of games. For news and reviews with an independent flavour, check out the UK's biggest gaming website Console Domain (www.consoledomain.co.uk). Another great site for daily news is the Daily Radar (www.dailyradar.com), which can also fill you in on news Stateside.

As for fan sites, www.digiweb.com/~dimension-sega/sngp/ is without doubt one of the finest. In addition to up to date game information and reviews, this site has got a really cool user's guide. From there, take a skip and a click to <http://nexus.nanospace.com/~spoonman/neogeo/>, for more screens, sounds and links.

At <http://speel.nl/fortunecity.com/arcade/O/index.html#news1>, there's a great shot of Austin Power's star Mini Me engrossed in his NeoGeo, as well as loads of info about the campaign in the States. And while you're still online, pop over to see <http://gameboy.s-one.net.sg/didknow03.htm> and Kim's NeoGeo Pocket Zone at www.angelfire.com/or/kim/index.html. A major fan indeed, Kim describes the NeoGeo as 'one of the greatest portable systems of all time'. And who are we to argue?

BREAKING THE RULES

In 1989, when the first NeoGeo was launched by SNK, pundits frequently predicted the demise of computer games. Home computers, they claimed, were a passing fad that would go the way of skateboards and the Spacehopper. Times have changed.

Sony's PlayStation has revolutionised the way people think about computer games. The average 14 year old is just as likely to know what the latest PlayStation game is, as know who his local football team is playing at the weekend.

But the biggest change that has taken place in the gaming world has been the development of the gaming audience. Now 24 year olds are regular players, girlfriends and wives have become PlayStation widows, and the 80 year old gaming granny champion is a regular feature in the tabloid press on a slow day. Gaming is no longer a geek's ghetto. It's mass market and it's here to stay.

At SNK we believe that it's this sophisticated older audience, the 18-24 year old market, that is the prime target for NeoGeo. Using the TGI (a highly complex audience targeting database) our media buying agency, MediaCom, was able to build up a profile and estimation of the size of the potential market within this age group.

By selecting certain criteria they were able to identify 2.2 million adults who were within the chosen age group and which has a predisposition to buy this kind of product. In turn this profile has enabled us to clearly define the launch campaign.

Throughout NeoNews you'll see some of the advertising we have created. Bastion commissioned root -an exciting young creative agency along with Tom Dunkley, an award winning photographer who has developed a unique style that is sought after by fashion and music companies the world over - to promote NeoGeo as a 'do it anywhere, anytime' product.

We've selected magazines that speak the language of this age group: from the high style culture books like i-D and The Face through to the high circulation lads mags such as FHM and Loaded.

We've backed this up with other marketing innovations such as a postcard campaign in bars and cafés throughout the UK's major cities. On page 5 you'll see the results of the PR campaign that has spread the word far and wide.

Everything has been designed to build the momentum steadily, but at this stage keeping the message within the target market. If little brother Johnny gets the message, all well and good, but today we want his older brother to join the revolution.

THE BOY MADE GOOD

18 hot titles

6 cool cases



40 hours
continuous playtime

At last, handhelds have finally come of age. The NeoGeo Pocket colour has arrived, providing the new generation of gamers with a portable gaming solution that combines style with unbeatable gameplay. With a myriad of features that outgun the opposition, the NeoGeo will appeal to style conscious trendsetters as well as playground gaming gurus.

With style in mind our advertising and support material has been designed to reflect this. Not a furry blob or dodgy plumber in sight. Just great playing games supported by cutting edge ads and promotional material.
A grown up solution to a growing market.

Join the revolution today and have a stake in the new portable gaming generation with the NeoGeo Pocket Colour from SNK.

For more information on the best handheld around call Nikki at SNK on 0181 371 9911. Independents should call Interactive Ideas on 0208 805 1000.

16bit
colour power



NEOGEO **P**OCKET
COLOR™

SNK

www.neogeopocket.co.uk

SUNDAY EVENING 21:00

get some time together.



40 hours continuous playtime. 18 hot titles. 16bit colour power. 6 cool cases. 1 machine. Zero alternative.

SNK



NeoGeo £59.99 Games £24.99. Available at Electronics Boutique, Game, HMV, MVC, Dixons, Currys, @Jakarta, Beatties and all good independent retailers.

Feature Articles



POCKET FULL OF PLEASURE

Game Boy Advanced versus NeoGeo Pocket Colour

By PETER WALKER

TWO NEW challengers are sizing each other up in the handheld gaming war, promising more pocket power than ever before. Nintendo has finally revealed details of its long-rumoured successor to Game Boy Color and SNK has launched its new NeoGeo Pocket Colour.

Japanese company SNK released their new handheld console in the UK on 1st October – making it the most advanced handheld gaming system currently available, worldwide.

Similar in size to a Game Boy Color, but boasting far more power, the machine is 16-bit, while Game Boy is a weedy eight. It can also display 146 colours on screen with a larger display than the Game Boy. Powered by two AA batteries, the Pocket Colour will run for up to 40 hours and costs £59.99.

POCKET POWER

Meanwhile, Nintendo's successor, going by the working title of



This little number packs punch. But will NeoGeo kick its rivals' ass?

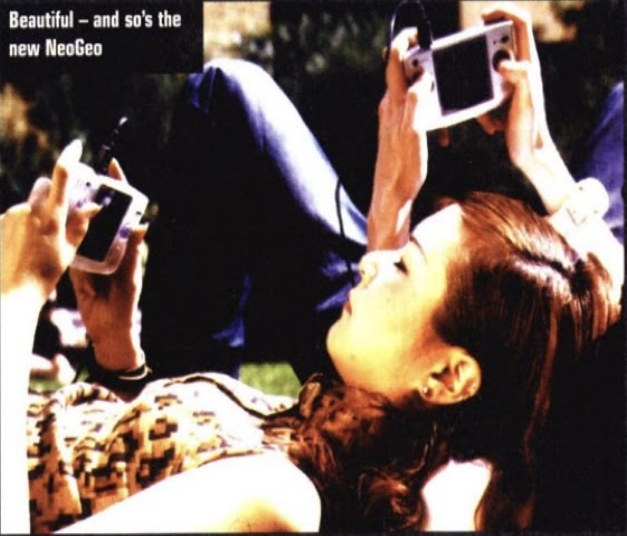
Game Boy Advance, will incorporate a 32-bit processor and can be connected to the Internet through a mobile phone. Using a new digital camera accessory, players will be able to see their opponents' faces during games.

There's no news yet on games for Nintendo's new handheld, but it will also play titles released for Game Boy and Game Boy Color. The new machine will be about eight centimetres high and 13.5 wide, weigh a mere 140g, and, with its two AA alkaline batteries, give about 20

hours of continuous gameplay.

Nintendo also revealed a joint venture with Konami to develop software for a new machine. The product, Mobile 21, is due to be launched in Japan next August and by the end of 2000 in the US. Prices are under wraps but it's expected to cost somewhere between £80 to £100.

Beautiful – and so's the new NeoGeo

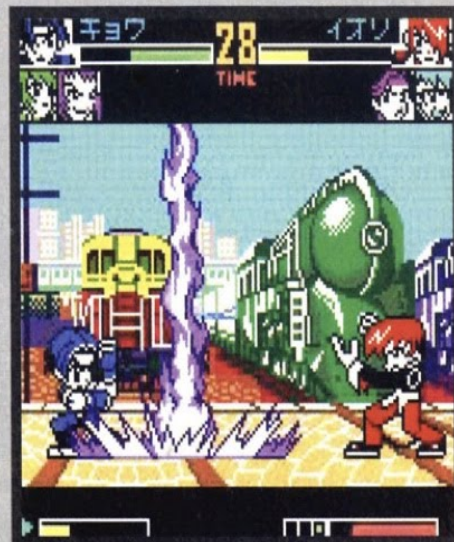
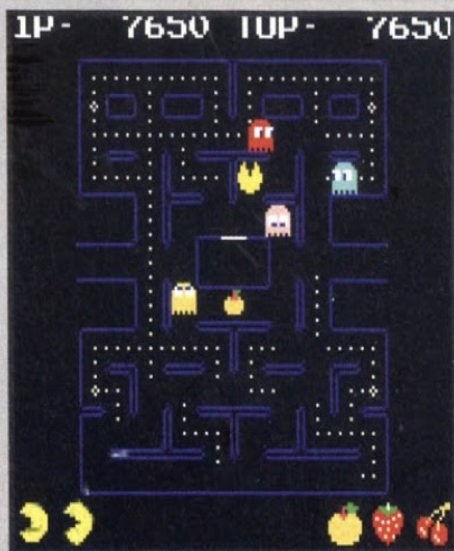


NEO GEO GAMES

Software support for the machine comes mainly from SNK, although Namco and Sega have pledged their support to the console. There are 14 games available at launch. These will include *Metal Slug*, *Pac-Man*, *Samurai Showdown* and *King Of Fighters*. Plus, there will also be a pocket-sized *Sonic The Hedgehog* and the eagerly anticipated *SNK Vs. Capcom*, available in a few month's time.

LINK 'EM

You don't even need to own any games to get fun out of the machine – it features a built-in alarm, calendar, world clock and horoscope. There are also link-up capabilities for when playing against friends, or you can hook the Pocket Colour up to a Dreamcast to play games like *King Of Fighters Dream Match '99*.



It's official - the spanking gorgeous new NeoGeo Pocket Colour is now the world's most advanced hand-held console. And, best of all, it's arriving just in time for the holiday season boasting a stunning range of launch

games. The 16-bit machine can display 126 colours on screen at once and is powered by two AA batteries - giving you a well-endowed 40 hours of non-stop gaming. Just as well, because NeoGeo's about to wreck your social life - big-time.

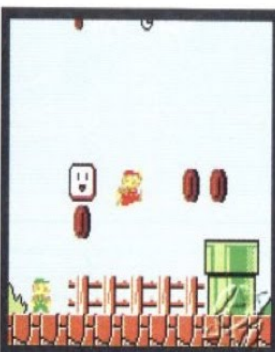
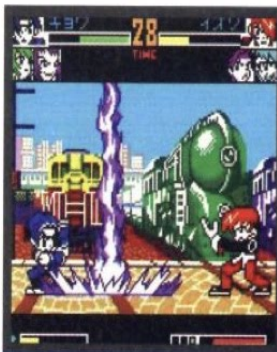
MY OTHER HAND-HELD'S A NEOGEO

NeoGeo - why God invented hands?

WORDS: ALEX HUHTALA PICTURES: KENNY P

NEOGEO POCKET COLOUR VS. GAME BOY COLOR

Undecided about which handheld to buy, or want to know the most powerful? Here's the tale of the tape for the hand-held heavyweights



	NEOGEO	GAMEBOY
PRICE	£59.99	£69.99
PROCESSOR	16-BIT	8-BIT
ON-SCREEN COLOURS	146 (from a palette of 4096)	52 (from a palette of 32,000+)
SCREEN SIZE	6.5cm	6cm
DIMENSIONS	7.9x12.9cm	13.3x7.6cm
CONTROL	JOYSTICK	D-PAD
POWER	2xAA	2xAA
BATTERY LIFE	40 hours	40 hours
NUMBER OF GAMES	14 (at launch)	500+

WIN A NEOGEO

Thanks to Enlightning Entertainment you could win one of these snazzy little machines out and get hooked for a long time. The prizes are a console and t-shirt! All you have to do is answer this question: What colour is Pac-Man? To register your answer, visit www.enlightning-ent.com. As a special bonus to CVG readers, there's also a 10 per cent discount on all products offered on the site while this competition runs. Cheers guys!



NEOGEO POCKET



WHAT GAMES?
TURN THE PAGE TO FIND OUT

WHAT ABOUT THE GAMES?

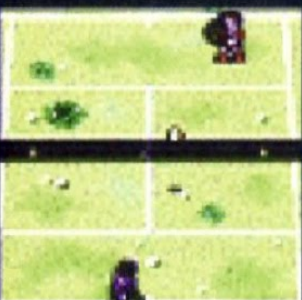
MAKE SURE YOU GET THESE...



TURF MASTERS

A fantastic golf game that is very playable. Choose from six different characters and compete in three different tournaments, with an incredible 54 different holes. It's easy to understand and simple to play, but you'll need expert timing to complete a course under par. If you thought golf games were boring and too technical, check this out.

★★★★★



POCKET TENNIS

A simple tennis game that provides plenty of enjoyment. Choose a player and enter a tournament, aiming to win as many trophies as possible. There are male and female characters, all with different strengths and weaknesses. The moves are limited, but it does everything you'd expect of a tennis game. Pity the computer characters are easy to beat.

★★★★★



PAC-MAN

The arcade legend of yesteryear turns up in his greatest portable incarnation ever. A very faithful conversion of the original arcade game that comes with an adapter to attach to the joystick – so you don't keep making needless diagonals. Best of all, not only can you view the maze close-up, but in full-screen as well. Still an essential game.

★★★★★



METAL SLUG: 1ST MISSION

A modern arcade hit for SNK, it's a fast and furious wartime shoot 'em-up, where you control a lone soldier sent behind enemy lines to kick ass and free prisoners. Variety is added in the form of power-ups, including the Metal Slug tank of the title. Jump in this whenever you see it for extra firepower and protection. For a true challenge, play in hard mode.

★★★★★



CRUSH ROLLER

An old arcade hit that plays like *Pac Man* in reverse. Instead of clearing a maze full of dots, you have to paint the maze, because you're a brush and that's what you do. This update includes 25 different levels, a character collection side-game and Time Trial mode on completed mazes. A great game that has aged extremely well.

★★★★★



KING OF FIGHTERS ROUND TWO

The best hand-held fighter ever, so good it puts most home console fighters to shame. Choose from over 14 characters and slug it out to prove who's best. Modes include a Making Mode, where you create your own fighter and select their attributes. Secret moves and hidden characters add to the longevity. Plus it hooks up with Dreamcast's *King Of Fighters*.

★★★★★

...BUT THESE AREN'T BAD EITHER



SAMURAI SHOWDOWN 2

A close second to *King Of Fighters R2* in the fighting stakes, this is a weapon-based beat 'em-up, again featuring 14+ characters and a variety of play modes. You can choose whether your character is good or evil, and this affects their special moves. Play well, and you earn graphic collector cards that you can swap with other players.

★★★★★



FATAL FURY FIRST CONTACT

Inferior relation to the other two fighters on the console. You only get 11 characters at first, the play is much weaker, and the characters not as diverse. Three different special attacks add some variety, but there aren't as many modes of play as the other SNK fighters. Do yourself a favour and get *King Of Fighters* or *Samurai Showdown* instead.

★★★★



NEOGEO CUP PLUS

Football on a hand-held is always an overhead affair and *Cup Plus* is no different. What makes it unique is the riveting story mode, where your chosen team compete in tournaments and try to get to the final. The football itself is clear to see – although you can't see much of the pitch, which makes finding your team mates difficult.

★★★★



NEO DRAGON'S WILD

Gambling and poker, this is more like it! Build the winning hands and make big money. Do this using the special dragon card, and you're whisked away to a special slot machine where you can earn even more cash. It's all virtual of course, but if you find racking up huge amounts of wedge by gambling fun, then you'll enjoy this game.

★★★★★



NEO CHERRY MASTER COLOR

Bizarre name, but great game. Another slot machine, that's more complicated than *Mystery Bonus*. Still no nudges, but it's a simple game that provides simple pleasure. Providing you enjoy watching cherries, melons and bells falling into place. All the gambling games include a bonus high-low card game to gamble more money – almost as addictive as the real thing.

★★★★★



PUZZLE BOBBLE MINI

Probably the second greatest puzzle game of all time after *Tetris*. *Puzzle Bobble* has appeared on too many consoles to list and has spawned endless sequels. This mini version works well on a hand-held, where the bubble-bursting action is as intense and colourful as ever. It even has the famous theme tune, except there aren't any words.

★★★★★



LITTLE LEAGUE

■ NeoGeo is compatible with Dreamcast.

Neo Geo to take on Game Boy

SNK launches handheld competition for Nintendo.

October has not only seen the launch of Sega's Dreamcast but also another potentially major format, the NeoGeo Pocket Color. However, a head-to-head with the Game Boy seems a daunting prospect. Does the NeoGeo Color have enough to pull it off?

Priced at a competitive £60 and with 14 games available at launch, the NeoGeo Pocket Color has a lot going for it. In a direct comparison with Game Boy Color it has a 16-bit CPU, a screen resolution of 160x152, can display

146 colours at any one time from a palette of 4096. This compares to the Game Boy Color favourably: 8-bit, resolution of 160x144 and 52 colours from a palette of 32,000. However, the NeoGeo's display is considerably brighter than the Game Boy's – enabling you to play in low levels of light.

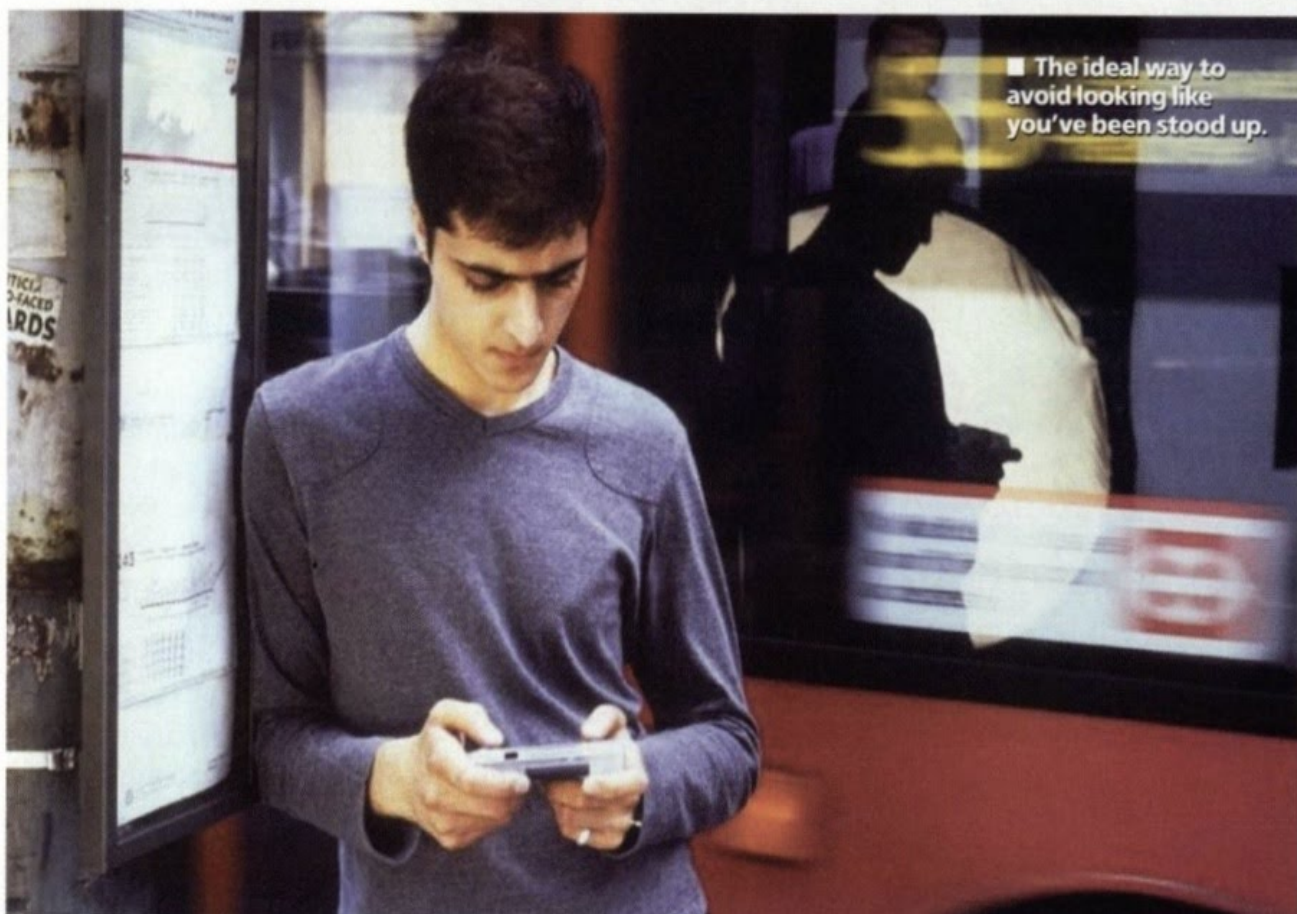
The quality and variety of the launch software is good: highlights include *Pocket Tennis*, similar to the SNES classic *Smash Tennis*; *Turf Masters*, comparable to *Mario Golf*, and there are a number of competent beat-'em-ups from SNK's classic arcade library. The full list: *NeoGeo Cup Plus*, *Turf Masters*, *Pocket Tennis*, *Pac Man*,

Metal Slug, *Crush Roller*, *King of Fighters Round Two*, *Samurai Showdown*, *Fatal Fury*, *Puzzle Bobble Mini*, *BioMotor Unitron* (an RPG) and three casino-sims. SNK has also announced an impressive list of third party support, including Capcom, Data East, ADK, Atari and Taito.

Games to follow in the next few months are *SNK Vs Capcom*, *King of Fighters R-3* and, best of all, the return of *Sonic the Hedgehog* to a handheld. Sega has pledged its support for the NeoGeo and it will be compatible with Dreamcast – a link cable will be available before Christmas. This will enable the transfer of data

from NeoGeo to the Dreamcast – eventually there will be two versions of a game released: a Dreamcast version and a NeoGeo version. You will be able to play your NeoGeo while you're out and about and when you come home, download the data from the NeoGeo and continue to hammer away on the Dreamcast.

While SNK has its work cut out to take a slice from a market that Nintendo currently dominates, the NeoGeo Pocket Color has a good chance with its stylish looks and some good software. For *Arcade's* verdict on the first NeoGeo Color games see page 102.



■ The ideal way to avoid looking like you've been stood up.



■ Top titles are in the pipeline for the new console.

→ GET A ROCKET IN YOUR POCKET!

NEO GEO POCKET



By now you'll have noticed a new force in your local games shop. Where there were *3D Garden Design* and *Barbie Goes Mental* games there are now Neo Geo Pocket Colors in every flavour imaginable and an ever-swelling swarm of games. Result!

The Neo Geo Pocket Color features a 16-Bit processor, a big 160 by 152 dot screen, capable of displaying 146 colours simultaneously, and battery life that'll keep you playing long after your mate's Game Boy Color has given up the ghost and expired.

And, in addition to the ace games available for the brute, you can always fiddle with the built-in alarm clock (to wake you up for your next *Pac Man* bout), calender (ideal for seeing when your birthday next falls on a Saturday) and spooky fortune teller (using your date of birth to predict how your day's going to go).

Lord a-mercy!



NEO TURF MASTERS

A cracking game of micro golf for your 'Pocket. Three different modes of play (but cover the golfing bases sufficiently) but some mad Mario Golf-style gambling or mini golf options would have been cool).

Graphically things are well up to par but, despite the 3D-looking screen, it's primarily a top-down affair. The only let downs are that it's very tricky to aim with sufficient accuracy (the tiny crosshair on the hole map giving only a vague inkling as to your line of fire). BUT TO MAKE UP FOR THIS the sliders move stupidly slowly, resulting in a perfect shot practically every time! Putts are even lined up for you exactly, meaning only a simple button tap sinks the ball. Doh!

A cool little game but one which offers nothing new. Ideal for a long train journey then.

61%

GOLFER SELECT



▲ Thwack the ball with careful timing. Ahh.

▲ Top down 2D-dom rules.



METAL SLUG: 1ST MISSION

It looks and plays like an old MegaDrive game – only you can play this one on the bus. Sure the graphics are a little chunky but that's to keep the detail and the animation sweet as a nut.

It's a simple little side-scrolling blaster, with you running from left to right, shooting the stuffing out of anything that moves via your selectable weapons (with thoughtfully placed power-ups appearing).

Kill stuff and don't be killed. Repeat forever and love your minute of it. If you're looking for some weighty old skoolism then *Metal Slug* delivers right royally.

Fantastic chunky shoot-em-up fun and just the ticket for a quick blast. Ideal for killing a tedious cross-town taxi ride, we reckon.

88%



▲ Kill everything that looks at you a bit funny.



KING OF FIGHTERS R2

On SNK's fully grown Japan-only machines, *King of Fighters* is a bit of a legend. Thus the arrival of this inevitable 'Pocket conversion.

R2 is a familiar 2D side-on fighting game packed with the perfunctory set of specials, blocks, counters and the now obligatory power bar permitting the release of super special moves.

The simple punch and kick controls, combined with the basic sprites (it's impossible to breathe much character into a little chap no more than 15 pixels high – which rather stuffs the build-your-own-character 'RPG' mode), mean that it's nice but rather uninspiring.

A neat little beat-em-up that'll please fans of the old 2D classics and just the ticket while waiting for a kettle to boil.

78%



▲ It may be a classic but it's just not a hot 'Pocket game.

▲ It's better in two-player mode than versus the CPU.



NEO GEO CUP '98

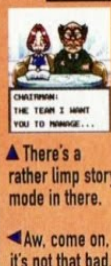
There may be only 16 world teams on offer but you'll be cheered right up with the daft player names: Shirangham rather than Sherringham and Pettham rather than Beckham, etc.

The top-down view of the game means that you're looking at green most of the time but the nicely animated (and surprisingly large) players spice things up a bit with a range of tackles and moves.

It's amazingly easy to play (yet surprisingly tough) though the view (and the size of the players) means that you lose your bearings from time to time. It really comes into its own when played as a two-player game against a mate via a link-up lead though.

The best pocket football game we've played and ideal for a transatlantic fight.

83%



▲ There's a rather limp story mode in there.

▲ Aw, come on, it's not that bad.



PUZZLE BOBBLE MINI

The 'Pocket's bigger, brighter, more colourful screen allows it to convey the perfect conversion of the classic Bust-A-Move experience!

For the uninitiated, *Puzzle Bobble Mini* (and *Bust-A-Move*) are Tetris-like puzzle games in which Bub and Bob the cute Japanese dragons fire bubbles up at those dangling from the ceiling.

There's the familiar single player puzzle game (shoot down the dangle-berries before they fall around your ears), the versus CPU game with progressively harder opponents and – best of all – a full-on two-player game via the 'Pocket link cable.

It's the classic puzzle game in a perfect form. A real godsend while killing time waiting to be rescued from an avalanche.

95%



▲ Get a mate involved and you'll play forever.

▲ The classic dangle-berry zapping game of skill.



POCKET TENNIS

The programmers have obviously been playing Namco's brilliant PlayStation *Smash Court Tennis*, making this spookily similar, right down to the cross-court camera pans at the start of each game.

Those familiar with *Smash Court* will feel right at home here. Forget any realism, top-spin, forearm smash nonsense, this tennis game is all about pick-up-and-play fun. The two buttons offer basic and lob shots and the D-pad determines where your next shot will be placed with pleasing accuracy.

You can cut the tension with a knife during five-set match point moments especially during two-player rallies (via that oh-so-handly link-up cable). Excellent.

Just the thing for whiling away a post-apocalyptic stint in a nuclear bunker.

88%



▲ It's like a mini *Smash Court*. Aces!

▲ Leap my little beauty. LEEEEEAP!



PAC MAN

Result! An arcade-perfect conversion of *Pac Man* – in your pocket!

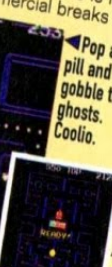
Charge the yellow mouth around the maze eating dots and avoiding ghosts. The dots have been eaten... do it all over again!

This conversion is perfect, right down to the music and SFX. The speed of each ghost is subtly different (à la the original) and the eventual appearance of score-boosting cherries happens right on cue. Lovely.

One new option is that of playing the game in full-screen (ie, with the entire play area visible at once) or scrolling (a zoomed-in view where Pac remains in the centre and the maze moves around him).

If you want *Pac Man* this is it. Ideal for making those commercial breaks whizz by.

90%



▲ Pop a pill and gobble the ghosts. Coolio.

▲ The scrolling mode makes everything look much bigger. Nice.

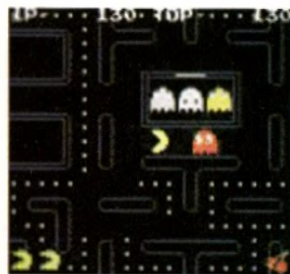
WIN! ONE OF FIVE NEO GEO POCKETS!

If you fancy getting a rocket in your pocket and enjoying the very latest in trouser-based entertainment we've got FIVE Neo Geo Pockets up for grabs! All you have to do is send us a postcard bearing the answer to the following preposterously simple question!

How many pockets are in a pair of jeans?

Send your answers to:
'The flies do not constitute a pocket', GamesMaster,
30 Monmouth Street,
Bath, BA1 2BW.





TECH SPECS

Processor.....	16bit
Dimensions (WxHxD).....	130mm x 80mm x 30.5mm
Weight.....	145g (195g with batteries)
Screen resolution	160 x 152
Colour palette	4096
Maximum colours onscreen	146
Battery life	40 hours
Other features.....	World Clock Calendar Horoscope Alarm

THE GAMESSTYLE

NeoGeo Cup Plus.....	Soccer
Pocket Tennis	Er... Tennis
Turf Masters	Golf
Pac-Man.....	Arcade
Metal Slug:	
First Mission.....	Arcade
Crush Roller	Arcade
King of Fighters R2.....	Fighting
Samurai Showdown.....	Fighting
Fatal Fury First Contact.....	Fighting
Puzzle Bobble Mini	Puzzle
BioMotor Unitron	RPG
NEO Mystery Bonus	Gambling
NEO Dragon's Wild.....	Gambling
NEO Cherry	
Master Color	Gambling

Left: The DC-compatible NeoGeo Pocket Color will come in a variety of colours and designs, with classic games such as *Pac-Man* available from launch

POCKET MONSTER

NEOGEO RIDES AGAIN

16bit and compatible with your Dreamcast, new boy NeoGeo Pocket Color rocks

Move over Nintendo, there's a new (game) boy in town. SNK, one of Japan's longest serving coin-op and game companies, has released its 16bit hand-held machine, the NeoGeo Pocket Color. Fortunately, it shares nothing with SNK's rusty old NeoGeo console apart from the same name. And at £59.99 the Pocket Color is a easily better value than Nintendo's ageing handheld, the Game Boy.

At this point, you're

probably wondering why we're talking about a new SNK handheld console – groovy as it undoubtedly is – in DC-UK. Well, here's the catch – NeoGeo Pocket Color is compatible with Dreamcast. Thanks to a special link cable that will soon be made available, SNK's ultra-hardcore *King of Fighters: Dream Match '99* (currently only available on import) can interact with its new portable cousin, *King of Fighters R2*. Characters which you've spent quality time

training can be exchanged between the two versions. More games utilising the feature are soon to follow.

Using the Pocket Colour is a comfortable experience, due to its great ergonomic design, ie, it fits in your hands properly. Rather than using a d-pad as on the Game Boy, SNK's unit is fitted with a dinky eight-way joystick (with clicking microswitches – remember them from the Amiga days?), which is designed to work with the

company's broad range of fighting games.

Of the release titles we've sampled, the Pocket version of classic scrolling shoot 'em up *Metal Slug: First Mission* is worth investing in. All the sports games are a good laugh (not the most in-depth summary, but true), with golf 'em up *Turf Masters* a surprise delight. *Pac-Man* has gone down a storm in the office, as has *Puzzle Bobble Mini* (aka *Bust A Move*), and SNK's fighting games are always

guaranteed to make you grin. All are priced at £24.99.

All that gameplay would be wasted if the Pocket Color didn't cut the technical mustard, but happily the 16bit processor and crisp colour screen are far superior to Game Boy Color's, making SNK's handheld the most powerful pocket console on the market. If the software keeps on coming in reasonable quantity and quality, then the NeoGeo Pocket Color deserves to be a success for SNK ■

magazine reviews



SNK VS CAPCOM: CARDFIGHTERS CLASH

COST: £24.99

OUT: NOW

MULTIPLAYER: LINK-UP

WHAT YOU NEED TO KNOW

People familiar with roleplaying card games like Magic: The Gathering will recognise what's going on here. The idea of the game is to 'card fight' with your opponents, and the winners will



his cards run out you take hit points from him until he dies.

WORTH PLAYING?

Hardcore gamers will love to try to collect the set of character cards, featuring stars like Ryu, Ken and Claire from *Resident Evil*. The strategic nature of the game means it's not for everyone, but fans will get lots out of it. If you're looking for a *Pokémon*-esque RPG collection for your NeoGeo, check it out. If it still sounds too complicated even after we've explained it, steer well clear.

computer and video
Games



BASEBALL STARS

The game that gives you the runs

FORMAT: NEO GEO POCKET COLOUR

PRICE: £24.99

OUT: NOW

MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

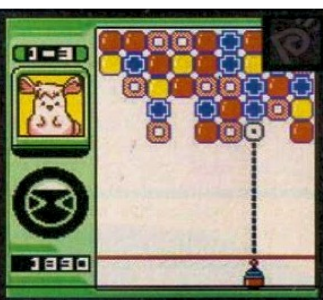
SNK let its passion for baseball games carry over to its handheld console. Real-life teams have been replaced with squads that sound like slang for diarrhoea, including the Burning Reds and Real Runners.

opponents. A clunky control system – including a button-hammering run command – makes hitting homers unduly tricky.

WORTH PLAYING?

The UK treats baseball with apathy and this game won't convert us. Not a bad title, but handheld hitters are likely to opt for *All-Star Baseball 2000* on the Game Boy Color.

computer and video
Games



PUZZLE LINK

COST: £24.99

OUT: NOW

MULTIPLAYER: LINK-UP

WHAT YOU NEED TO KNOW

You have to vaporise clusters of like-coloured blocks by building a sort of pipeline between them. Eventually two special 'C' blocks appear and you link them to win.

FAST AND FURIOUS

Sounds dull, but the frantic pace of the game keeps you permanently on edge. Strategy is often abandoned in favour of quick-fire gaming skill in normal mode, while the Clear All mode requires planning. You can also link up with a friend for a battle.

WORTH PLAYING?

It's quite a novel puzzler and one you'll love playing for long periods. It lacks the subtlety of *Tetris*, but if you're looking for a manic arcade puzzler, you'll like it.

computer and video
Games



PUYO POP

COST: £24.99

OUT: NOW

MULTIPLAYER: NO

WHAT YOU NEED TO KNOW

Puyo Pop is the NeoGeo's version of the classic puzzle series *Puyo Puyo*. Pairs of coloured blobs fall from the top of the screen. Group like-coloured blobs into fours to make them pop.

THE CAT'S OJAMAS

One-player mode helps you build your skills for the main battle game, where you face off against a human or computer opponent. Get two or more blob sets to disappear in one go and you send lots of 'ojama' to your opponent – severely cramping his style.

WORTH PLAYING?

Puyo Pop is a cool puzzler, where skill and strategy are needed to win. No link-up option, which is a shame. Worth a look, though.

computer and video
Games



DARK ARMS

Swords are for pussies

FORMAT: NEO GEO POCKET COLOUR

PRICE: £24.99

OUT: NOW

MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

Dust down the RPG commandments and you'll find guidelines on weapon acceptability etched in stone. "Thou shalt use only swords and magic," it says, "and certainly not guns". *Dark Arms* breaks that law.

you boost weapon strength, and you can face other humans in link-up.

WORTH PLAYING?

Sufficiently creepy graphics and quirky game mechanics makes *Dark Arms* well worth a go. The RPG element may be a tad shallow, but the blasting, adventuring and character-building is strangely compulsive, even if the lead character looks like Shane Ritchie.

computer and video
Games



SEEDS AND OUMS

Works pretty well, too. Your Beast Buster is nicely manoeuvrable, capping zombies and monsters with homegrown guns. Killing baddies lets

SONIC POCKET ADVENTURE

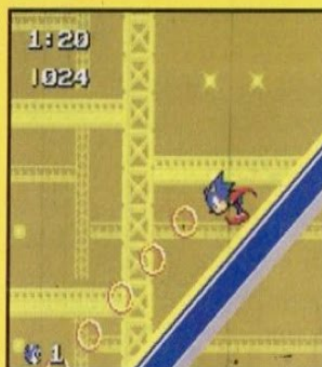
WORDS: DEAN SCOTT SCREENSHOTS: SNK

Spiky speedster gets shrunk in the wash

COST: £24.99

OUT: NOW

MULTIPLAYER: LINK-UP



WHAT YOU NEED TO KNOW

Sonic is a blue hedgehog with a devastating turn of speed. You've probably heard of him. If you have, you'll be interested to know that this NeoGeo adventure is every bit as good as the Megadrive games in which the 'hog made his name. You still collect rings, you still whizz around and you still save little furry creatures. And it's still fantastic.

GREATEST HITS REMIXED

The single player mode is almost a Sonic's Greatest Hits collection, with familiar settings cribbed from all three of the 16-bit *Sonic* games. It isn't just a load of old levels boded together, though – each of the new levels has been remixed to work better on a small screen. Familiar abilities have been retained too, with Sonic able to spin on the spot before tearing off at speed. A couple of link-up options have been included, with the Sonic vs Tails race mode being an absolute gem.

SPLITTING HAIRS

Before we get carried away, it's important to list the bad points. The gameplay occasionally slows down when there's a lot happening on screen, or when Sonic takes a hit and drops all the gold rings he's collected. And like every *Sonic*



game (including *Sonic Adventure* on the DC) it can be strangely bewildering when Sonic is ricocheting uncontrollably around the screen. Sonic veterans won't mind one bit, but control freaks bred on the *Mario* games might find it slightly distasteful.

WORTH PLAYING?

Sonic fans should go out and buy a NeoGeo Pocket right now. You should probably get two in fact, so you can play the Race mode. This title is jam-packed with the speedy gameplay you love, and you won't have to embarrass yourself by dusting down the Megadrive for a hit. Even if you're not a *Sonic* fan you can't really argue – this is true 16-bit gaming shrunk perfectly to a

handheld. Even the trademark Sonic speed rush, comes across well. A stunning achievement.

WIN A COPY OF SONIC

We've got three copies of the impressive *Sonic Pocket Adventure* to give away. All you have to have a chance of winning is send us the answer to this simple question:

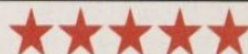
- What kind of animal is Sonic?
a. Hedgehog
b. Austrian Toilet Weasel

(Latin name: Paynin Danus)
c. Siberian Armpit Slug (Latin name: Scottus Deanus)

Answers marked 'Sonic is a Hedgehog Competition' to the usual address. Might be an idea to check you've got a NeoGeo Pocket Color before you enter, because we won't give you one.



computer and video
Games



IF YOU LIKE THIS TRY THESE...

Sonic Adventure (DC), *Super Mario Brothers* (GBC)

Arcade

The videogame magazine

■ Prepare to give up your free-time when you buy this fantastically addictive game.



Game info

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

↑ Uppers & Downers ↓

- | | |
|---|--|
| Ace of Spades
<ul style="list-style-type: none"> ■ Good graphics ■ Tons of character moves ■ Addictive | Two of Clubs
<ul style="list-style-type: none"> ■ Will take over your life. |
|---|--|

CARD FIGHTERS' CLASH

SNK AND CAPCOM DEAL A WINNING HAND.

Mental images can be funny things, but if you've always imagined card-playing sessions to involve a collection of knife-scarred underworld hoodlums smoking cigars in the backroom of a seedy nightclub, then the bright, neon-lit, up all night world of *Card Fighters' Clash* will fulfil your every fantasy.

It has to be one of the most addictive and original games ever to grace any console, with an engrossing mix of RPG and card game that gradually gets its hooks into you and won't let go.

Basically, your character travels around the *Card Fighters* world collecting different cards, playing mini-games and battling other players with a pack featuring characters from SNK and Capcom games. If you defeat an opponent, you receive more playing cards to add to your collection.

Initially, the game can be daunting and quite bewildering, with a set of rules to learn and cards that have hit points, soul points and actions. But after a few battles you start to pick up the game and become determined to collect more powerful cards to build up a deck that can take on the hardest of *Card Fighters*.

The graphics are large, bright and colourful. All of the cards are plastered with comic book representations of videogame stars such as the lovely Jill Valentine from



Resident Evil and gangly Dhalsim from *Street Fighter 2*.

The role playing game bit involves visiting numerous worlds, including Capcom Plaza, Neo Geo Land and Lost World, which features a very silly dinosaur exhibit that roars when you pull a switch. There's even a spooky *Resident Evil* mansion in SC Park, full of cute zombies, hidden bonus cards and evil *Card Fighter* opponents.

The single-player game is superb, but also included is a two-player link-up, enabling you to battle against or trade cards with your friends. *Card Fighters' Clash* is one of those rare titles that seems to appear from nowhere, but surprises you by delivering a game that's fresh, fun and incredibly addictive. This is *Top Trumps* for the new Millennium. ★★★★★

Jamie Sefton

■ The special flesh-eating, horror edition of *The Bill* was a big hit.

■ Sega's mighty blue hog spins and sprints through some wonderfully designed and colourful 2D worlds.



Game info

- Publisher: Sega
- Developer: Sega
- Players: 1-2 (with link cable)
- Price: £25
- Release date: 25 February

SONIC THE HEDGEHOG POCKET ADVENTURE



BOSS HOG COMES OUT OF HIBERNATION WITH A SPIKY HIT



■ Finished Act 1? Time to get to the bar for those drinks.



■ A see-through Neo Geo and Sonic Game, yesterday.

Not since Sega's chunky Game Gear have blue hedgehog aficionados been able to get their *Sonic* shot from a handheld. Good news, then, because *Pocket Adventure* is better than all of those other games put together.

Even after all these years evil Dr Robotnik is still imprisoning innocent animals in hideous machines, and it's Sonic's task to free the cute critters as well as clearing zones by collecting all the golden rings. *Pocket Adventure* features the same bright, sparkling visuals that first wowed gamers on the 16-bit Mega Drive in the early '90s, plus the classic sound effects, including the classic "tinkle" when you collect rings and the "Segal" that's triumphantly sung when you power-up the game.

The different levels are fantastically designed, with a mesmerising array of trampolines, secret passages, platforms, twisty-turny tubes and jet-powered ejector seats, many of which are new to this version. Zones are spread across many different worlds, including power plants, underwater Aztec cities and the Cosmic Casino, which bounces Sonic around a glitzy, Las Vegas-style pinball

extravaganza with flippers, bumpers and a fruit machine for winning extra rings.

End-of-level bosses include Robotnik himself piloting a collection of silly inventions,

Knuckles the echidna and a spiky metallic hedgehog that will require all your patience and numerous Sonic spins to defeat. Worth a mention is the excellent 3D special stage which is reached if you collect more than 50 rings per level.

What you forget if you haven't played *Sonic* for a while is the sheer speed of the game. Rolling into a ball and executing the Sonic Dash sends the panickypin-cushion careering around the screen in a way that makes Mario look like he's in slow-mo.

As well as the main game, there's a great two-player link-up duel and a puzzle room where you can assemble photo pieces that you've collected. Sega has created a superb pocket version of its flagship gaming icon that's worth buying a Neo Geo for. Get this game and you'll be in hedgehog heaven. ★★★★★

Jamie Sefton

↑ Uppers & Downers ↓

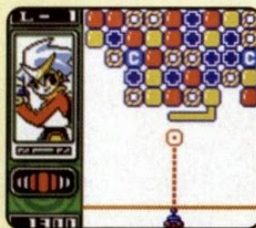
- | | |
|---|---|
| Super Sonic
■ Great graphics
■ Very fast
■ Magnificent level design | Super Chronic
■ Can be frustrating
■ Er... that's it |
|---|---|

DEVELOPER: YUMEKOBO PUBLISHER: SNK PLAYERS: 1-2

Puzzle Link 2

Crikey. At this rate we'll be up to *Puzzle Link* 1,000,000 by teatime. The spitting image of *Puzzle Link* 1 in virtually every respect, this game sees you once more being buried by hearts, clubs, cookies and so forth.

Your salvation is the ability to draw connectors between them. Connect – or, indeed, 'link' – two groups of similar items and they'll disappear, in accordance with the laws of gaming. This time round there are power-up shots, which clear all matching blobs on the screen, and a card battle mode that allows you to fully exploit the cards you win in the main game.



Unchanged but still highly compulsive.

88%



METAL SLUG 1ST MISSION

■ Developer: **SNK** ■ Publisher: **SNK** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1**

■ If all Neo Geo Pocket games are as good as *Metal Slug*, SNK's handheld could prove to be an expensive hobby. "Jump!" suggests the back of the box. "Fire! Evade!" And you're off, jumping, firing and evading through 16 multi-stage missions. Everything's spot on, from the animation of soldiers lurking in the undergrowth, to the hyper-responsive controls. And as well as jumping, firing and the rest of it, your little chap can drive a tank and fly a plane. Ideal. ★★★★★



PUZZLE BOBBLE

■ Developer: **Taito** ■ Publisher: **SNK** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1-2 (with link cable)**

■ Perfect pocket fare, *Puzzle Bobble* is a variation on the ubiquitous *Puyo Puyo* motif. But instead of dropping beans into place from above, you fire them from a cannon below. So, do you go for the easy shot into that pair of greens at the bottom of the heap, or try the one-in-a-million rebound lob off the wall and into the group at the top, to bring the whole screen-full crashing down? As addictive as all hell. ★★★★★



POCKET TENNIS

■ Developer: **Yumekobo** ■ Publisher: **SNK** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1-2 (with link cable)**

■ It's hard to find fault with *Pocket Tennis*. It keeps writing the scores the wrong way round and the CPU is suspiciously easy to outwit, but otherwise it's a highly entertaining tennis game in the tradition of classics like *Super Tennis* on the SNES and, er, *Tennis* on the Game Boy. There are five courts to play on and you can pull off moves that would humble Pete Sampras. Connect two Neo Geo Pockets together and play a pal. ★★★



NEO TURF MASTERS

■ Developer: **SNK** ■ Publisher: **SNK** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1 or 2 (with link cable)**

■ The packaging promises "54 holes of heat!!", referring to the three golf courses that have been crammed into the tiny *Turf Masters* cart. Beautifully presented, from the verdant fairways to the cheering crowds, this is portable golf at its best. The shot system is perfect, even letting you skim the ball over water hazards, and you get a cast of six to choose from. There's even a link-up mode where you can boo to put your mate off. ★★★★★



KING OF FIGHTERS R-2

■ Developer: **SNK** ■ Publisher: **SNK** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1-2 (with link cable)**

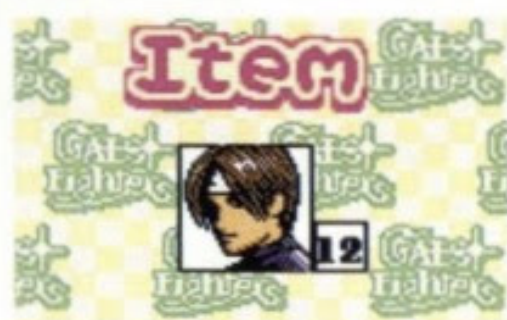
■ Arguably the most miraculous Neo Geo Pocket game of all, *King of Fighters* is a dinky beat-'em-up that's more entertaining than most full-sized alternatives. It boasts 14 characters, devastating special moves, a nifty team mode and even a create-your-own-character facility – all depicted in cheery graphics. The Neo Geo's joystick is perfect for launching fireballs, and you can link machines for some good old fashioned fisticuffs. ★★★★★



NEO GEO CUP '98 PLUS

■ Developer: **SNK** ■ Publisher: **SNK** ■ Release date: **on sale now** ■ Price: **£25** ■ Players: **1-2 (with link cable)**

■ The close-up view of the pitch you get in *Cup '98 Plus* means you have to rely on arrows to indicate off-screen team-mates. But otherwise this is a splendid pastime, with a story-driven championship mode and items like Octopus Gloves and Monkey Pants to improve your players' abilities. The animation is top-drawer, there are exciting penalty shoot-outs and England are billed as "strong in aerial battles". ★★★★★



GALS FIGHTERS

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ Recreate those hair-pulling, face-scratching girl-fights that made secondary school so worthwhile. The female combatants are gagging to face Miss X and get their hands on the K Talisman, granting them any wish. Knock seven bells out of the girls with weapons, bonus items and special moves like the Big Bird Bash. Top notch girl-on-girl action. ★★ ★



MAGICAL DROP POCKET

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **Data East**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ Insanely fast puzzle game featuring another colourful collection of mad characters. Use your clown to collect coloured balls of the same colour, then throw them away when you have collected three. Includes an excellent two-player challenge mode and various levels of difficulty. The gaming equivalent of a tartrazine overdose. ★★ ★



DIVE ALERT

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **Sacnoth**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link cable)**

■ "We all live in a turtle-shaped submarine", you might sing when playing Dive Alert. This is a dull underwater combat game where you battle against evil Automen robots to reach the last city on Earth. The main map screen where you play the game is confusing and uninspired, with character jabbering slowing the proceedings even further. A sonar snooze. ★★



PUZZLE LINK 2

- Format: **Neo Geo**
- Publisher: **Yumekobo**
- Developer: **Yumekobo**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

■ If there's one thing the Neo Geo isn't short of, it's puzzle games. This sequel to the jolly Bust-a-Move/Tetris hybrid is an even more hectic chase to link up and clear rows of coloured blocks. There's now a destructive power-up bonus that detonates all the on-screen targets. Graphics are mediocre but it's perfect panicky puzzling. ★★ ★



THE LAST BLADE

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

■ The Last Blade is a Samurai-inspired mini-fighter where the combatants thrust and jab swords in each other's direction. Animation is great and there are impressive cut-scenes when you play in Story Mode. Tonnes of options are provided, including a two-player link-up and the opportunity to collect ancient scrolls. ★★ ★



FASELEI

- Format: **Neo Geo**
- Publisher: **Sacnoth**
- Developer: **Sacnoth**
- Release date: **Out Now**
- Price: **£25**
- Players: **1-2 (with link-up cable)**

■ Remember the children's toy truck Big Trak? Well, Faselei is a futuristic update where you take on a nasty dictatorial regime using a heavily-armed robotic war machine that you program with various commands. Win battles and you can upgrade your "toy soldier" with more powerful weaponry. Unusual, but ultimately quite boring. ★★



CRUSH ROLLER

■ Publisher: **SNK** ■ Developer: **ADK**
 ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1-2 (with link cable)**

■ The six Neo Geo Pocket games reviewed last month made up probably the strongest console launch line-up ever to walk the earth. Can SNK's minuscule marvel maintain the pace? On the basis of this title it seems that it can't.

It's not that *Crush Roller* is without novelty, however. For example, the manual tells you Pink the Rabbit particularly likes "filthy rich people", while Niwa Niha the Hen has a talent for "information gathering".

But start playing and, well, what does this sound like to you? You're dashing around a maze. Things are chasing you. Bonus items occasionally appear.

In theory this game should be better than *Pac Man*. The mazes change from level to level, for a start, and they're semi-3D, with bridges and underpasses. And the bonus items (including the rabbit and hen) run about and undo your handiwork, rather than just sitting there. And you're painting a road rather than gobbling up boring dots. And there's a two-player link mode where squashing one of the pursuing baddies causes it to appear on your opponent's screen. And the graphics are more colourful.

But it's not *Pac Man* it's merely *Crush Roller*, and £25 seems a lot to pay for it. ★★



DARK ARMS

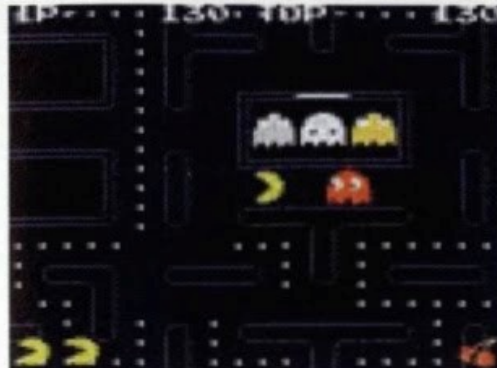
■ Publisher: **SNK** ■ Developer: **SNK**
 ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1-2 (with link cable)**

■ The packaging could scarcely be more exciting. There's moody *Final Fantasy*-style artwork. There are phrases like: "I crave power, power Lucifer can only imagine." There are screenshots showing a mixture of bloke-running-around and complicated stats. Could this be a grown-up alternative to *Zelda DX* on the Game Boy? A pocket *Final Fantasy VIII*?

In fact it turns out to be a weird sort of role-playing shoot-'em-up. Most of the time you're exploring dungeons while shooting zombies and skeletons. You are, in fact, the Beast Buster, and you're acting at the behest of The Master, an unsavoury looking character who could do with feeding up a bit.

But then the RPG element comes into play. The screens of stats concern the gun your character carries, rather than the man himself. His gun is what gets more powerful as your quest goes on. The Master keeps going on about the importance of "oum" too, but heaven knows what that is. It's all a bit confusing, to be honest, albeit in an intriguing sort of way.

The main thing, though, is that roaming around peppering the undead with lead is an agreeable pastime. *Dark Arms* is no pocket *Final Fantasy* but it's ideal train fare. ★★★



PAC-MAN

■ Publisher: **SNK** ■ Developer: **Namco**
 ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1**

■ Proclaimed "Game of the Century" at this year's Tokyo Games Show, *Pac Man* needs no introduction.

This is a flawless conversion of the coin-op that includes everything, from the whackawhacks of dot ingestion to the bwewooeweeoo of the yellow fellow being vaporised. There's the fruit, the power pills, the warp tunnel, the... er, well, that's it really.

And the truth is, that's all you need for a game of *Pac Man*. In converting its compulsive arcade machine to SNK's handheld, Namco has placed the emphasis on authenticity. There's no tinkering with the original formula at all and no effort to introduce flashier graphics, a story mode, extra power-ups, new maze designs or anything. Perch a pint of beer and a half-smoked cigarette on your Pocket Color and you could almost be playing the coin-op.

But... wait! What's this? An options screen? You can choose between full-screen mode, which compresses everything onto your 2.6-inch TFT display, or scrolling, which accommodates more authentic graphics but, er, scrolls.

Apart from that it's the game of the century, but in your pocket. Dewy-eyed memories of the carefully coiffured early-'80s would be an advantage. ★★★★★



BIOMOTOR UNITRON

■ Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **Yumekobo**
 ■ Release date: **on sale now**
 ■ Price: **£25** ■ Players: **1-2 (with link-up cable)**

■ Here's an incontestable reason to invest in a NeoGeo Pocket. *Biomotor* sits somewhere between *Final Fantasy* and *Pokémon*, and has you developing a combat robot and sending it into *Final Fantasy*-type battles. While there's no storyline as such, a pointy-eared cast is eager to assist. And the more you beef up your robot, the further you'll get in the four explorable dungeons and the greater the rewards. ★★★★★



SAMURAI SHOWDOWN 2

■ Publisher: **SNK** ■ Developer: **SNK**
 ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1-2 (with link cable)**

■ Like all Neo Geo Pocket game packaging, *Samurai Showdown 2*'s box talks big, promising "a colorful, awesome sword battle". The reality seems disappointingly restrained by comparison, especially viewed beside the excellent *King of Fighters R-2*.

The characters do indeed carry blades, but don't expect clashing Zorro-style swordplay. Instead they simply take it in turns to clobber each other, like in any other beat-'em-up. And while the range of moves available is as complex and subtle as in the best full-sized fighting games, random button-pressers will find themselves through to the end boss in no time.

That said, you get 14 characters to pick from. And once you've selected a character you also get to choose between two modes of play: chivalry or treachery, each with its own set of special moves. This is an excellent idea. And, even better, the moves include such delights as the Ephemeral Bop and the Assured Destruction Swipe.

Samurai Showdown 2 seems well set up to exploit the Neo Geo's link cable, too, with a two-player mode and collectable cards that can be swapped with chums. While this is no disgrace, you'll get even more fun from *King of Fighters*. ★★★★★



FATAL FURY: FIRST CONTACT

■ Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **SNK** ■ Release date: **on sale now** ■ Price: **£25**
 ■ Players: **1-2 (with link-up cable)**

■ *Fatal Fury* gives you 11 characters who can be controlled with dazzling finesse using the Neo Geo joystick. Each has a full complement of special moves, ranging from Joe Higashi's Golden Heel Hurter to Mai Shiranui's Super Deadly Ninja Bees. There isn't the variety of playing modes of games like *King of Fighters*, and the backgrounds aren't as scenic as those of *Samurai Showdown 2*. But it's a perfect link-up game. ★★★★★



METAL SLUG 2

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **SNK**
- Release date: **May**
- Price: **£25**
- Players: **1**

■ A brilliant sequel to side-scrolling war epic *Metal Slug* with sampled speech, large colourful sprites and hilarious animation. Your hero has to storm through levels rescuing POWs and disposing of Nazi-lookalikes. You have a command warplanes and submarines, plus a devastating arsenal of weapons – including a tasty flamethrower. Cartoon fun for war-starved gamers. ★★★★★



PUYO POP

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **Sega**
- Release date: **on sale now**
- Price: **£25**
- Players: **1-2 (with link-up)**

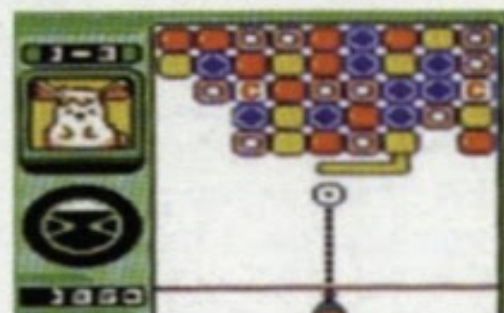
■ A *Tetris*-style puzzle game from Neo Geo enthusiast Sega. As blobs of Puyo fall from the top of the screen, you have to pop them by arranging cute critters into jellied clumps of four or more. Be quick or your opponent can lumber you with nasty black dots called Ojamas. Packed with childish noises and more than 36 monsters, this is a both silly and addictive. ★★★



CHERRY MASTER

- Format: **Neo Geo**
- Publisher: **SNK**
- Developer: **Dyna**
- Release date: **on sale now**
- Price: **£25**
- Players: **1**

■ Why bother with a fruit machine sim? The whole point of playing on the gaudy mechanical thieves is to win money. Without gambling, the whole exercise is reduced to watching your imaginary pot going up and down. *Cherry Master* isn't even a good fruit machine, with no nudges or holds and a higher/lower game that even Brucie wouldn't go for. Don't insert coin. ★



PUZZLE LINK

- Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **Yumekobo**
- Release date: **on sale now**
- Price: **£25** ■ Players: **1-2 (with link-up cable)**

■ Another month, another very addictive puzzle game for the Neo Geo. Gameplay is similar to the classic *Puzzle Bobble*, but in this variation-on-a-theme, you clear the lines by linking together identically patterned blocks. Levels cleared are rewarded with cute character cards that you collect in a *Pokémon* stylee. It's derivative, but deceptively fun to play – and extremely Japanese. ★★★



BASEBALL STARS

- Format: **Neo Geo** ■ Publisher: **SNK** ■ Developer: **SNK** ■ Release date: **on sale now** ■ Price: **£25**
- Players: **1-2 (with link-up cable)**

■ American sports are just not as good or interesting as good old football – although baseball has given us rather nice caps that we can wear backwards and look like DJs. This game is a decent version of the girly sport with a host of options and good clear graphics that even show off some of the players' mullet hairstyles. A two-player option means you can finally take a bat to your friends. ★★★

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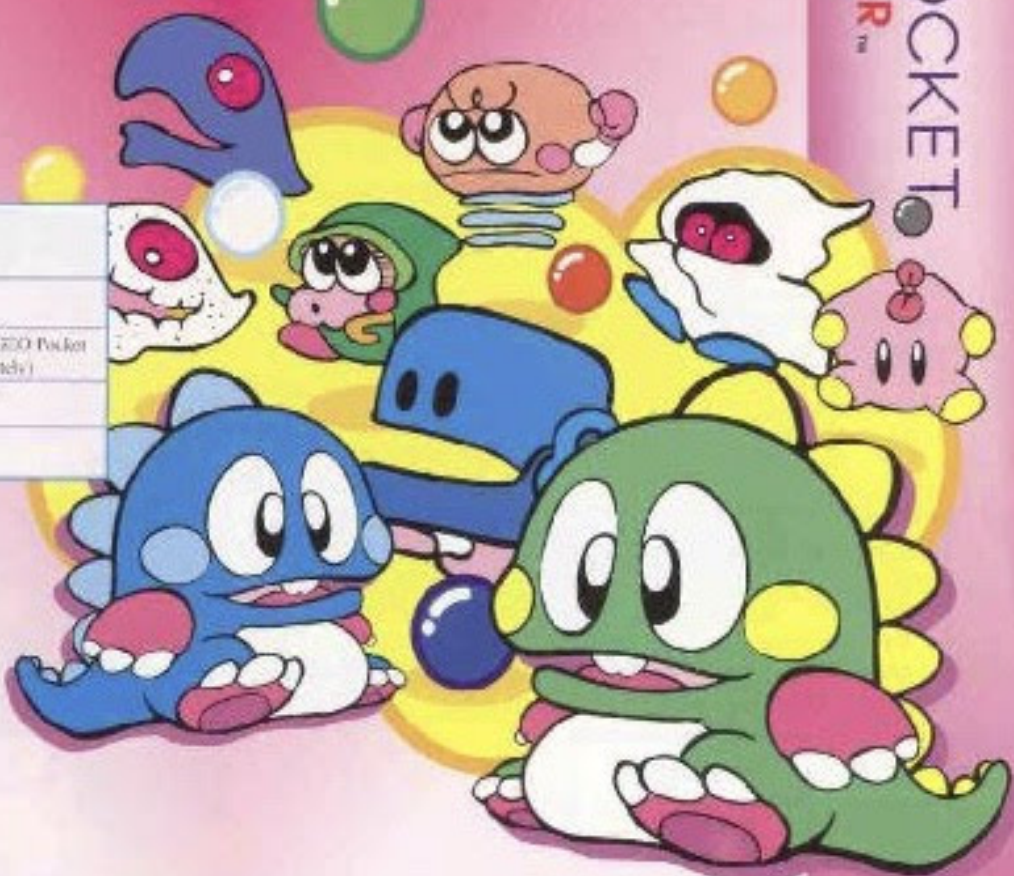




NEOGEO
POCKET
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Main Points

Genre:	Puzzle
Number of Players:	Up to 2 Players via the NEOGEO Pocket Color Link cable (sold separately)
Available:	August 1999
MSRP:	\$29.95



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For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
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SNK
TAITO



HERE COMES BUST-A-MOVE! Play Bust-A-Move anywhere on your NeoGeo Pocket Color! Exciting and competitive game play for one or two players. Test your puzzle skills by connecting the colorful bubbles to make them BUST. Watch out! You have to clear the level before the bubbles come crashing down on you. Four special bubbles to add to the challenge in any of the three game modes. Better bust a move on this puzzle thriller for the NeoGeo Pocket Color.

Features:

- Bust bubbles to advance to next level
- Two Player competition mode (VS Mode) Survivor Mode
- 8 different characters to choose from
- 3 different play modes
- Special bubbles
- 3 Difficulty levels



NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484002014
Product #	NEOP00201



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WWW.SNKUSA.COM

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CRUSHTM ROLLER

NEOGEO^{POCKET} COLORTM

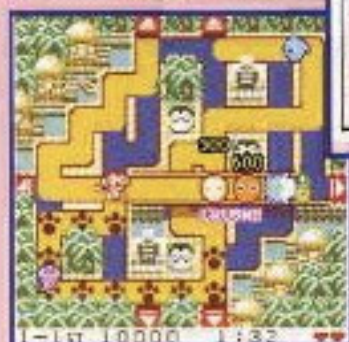
Main Points

Genre	Puzzle
Number of Players	Up to 2 Players via the NEOGEO Pocket Color Link cable (sold separately)
Available:	August 1999
MSRP	\$29.95

ADK
SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95118 • (408)262-4550

SNK
ADK



CRUSH ROLLER™

No one said it would be an easy job to paint the streets of your town, not with all the nasty monster chasing you through the streets. Crush Roller on the NeoGeo Pocket Color is addictive fun trying to paint the maze of streets, while crushing bothersome monsters with your roller for bonus points. 25 different mazes to complete while also trying to collect the brigade of unusual "Irkssters". Play to complete the levels and go for high scores, or play head-to-head against a friend with the pocket link cable. Don't be fooled by the colorful characters, the game is challenging enough for all.

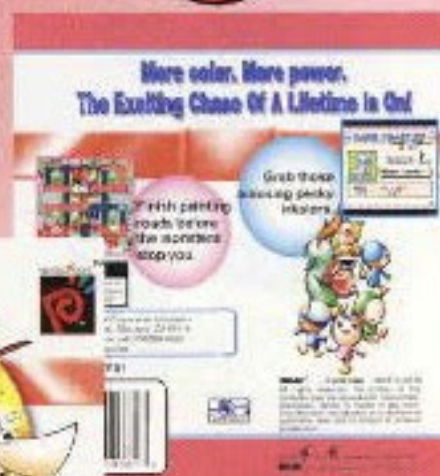
Features:

- Paint roads before the monsters stop you! Grab amusing characters for extra points
- 25 different mazes
- Unique "Irksster" characters to collect
- Crush monsters for bonus points



NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.10 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484003913
Product #	NEOP00361



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TM

FATAL FURY FIRST CONTACT

POCKET FIGHTING SERIES



NEOGEO POCKET COLOR

Main Points

Genre:	Fighting
Number of Players:	Up to 2 Players via the NEOGEO Pocket Color Link cable (sold separately)
Available:	August 1997
MSRP	\$39.98

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119 • (408)262-4660

SNK

FATAL FURY ^{FIRST} CONTACT™

POCKET FIGHTING SERIES



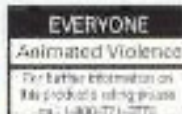
SNK's legendary Fatal Fury arcade series is now on the 16-bit NeoGeo Pocket Color. 11 original characters from the series, and several hidden characters, have now been brought to life on to the next level of handheld systems. Choose one of the furious fighters to battle your way to victory and on to defeat the ominous boss characters. Each character possesses at least 6 unique special moves in addition to their already incredible offensive and defensive moves. Watch your "Power Gauge Level" for power increases to use your special attack features. Play in the one-player mode or a head-to-head challenge against a friend with the Pocket link cable. Don't make the "Fatal" mistake of missing out on this epic SNK title for the NeoGeo Pocket Color.

Features:

- 11 arcade characters and hidden characters
- 6 unique special moves
- Build power gauge to do special powerful attacks

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	6.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018464001116
Product #	NEOP00111



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NEOGEO POCKET



GET POCKET POWER

THE LAST BLADE™

Beyond the Destiny



Main Points

Genre:	FIGHTING SERIES
Number of Players:	1-2
Available:	Q3 2003
MSRP:	\$34.95

NEOGEO POCKET
COLOR

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
SNK Entertainment Inc., 960 Knox St. Ste.B, Torrance, CA 90502
Phone: (877)341-3286 or visit www.snkusa.com

SNK®



THE LAST BLADE™



In an age of chaos and destruction, ordinary people become heroes. Those with enough courage and might, become legends. Here, a new adventure begins as The Last Blade strikes the NEOGEO Pocket Color. Since ancient times, the portal between good and evil has been sealed by 4 deities. Now, the seal is about to be broken. Let the button mashing commence as you choose from 14 fearless heroes. Three game modes will keep the action fresh. The 1 player mode includes Story, Survival, Time Attack, Training, and two mini-games. In the Vs. mode, you can challenge a friend in battle or play the Homerun Derby mini-game using the NGP Link cable. The Gallery mode provides scrolls which contain artwork, fighter profiles, special moves, story-line endings, hidden characters and mini-games. The Last Blade ... only the skilled will survive.

Features:

- 3 game modes - 1p, VS, Gallery
- 6 sub modes
- 14 characters
- 2 mini games
- Special gallery features
- Purchase and trade scroll abilities
- NGP Link compatible
- For NGP Color only



NEO GEO POCKET
COLOR.



NEO GEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

6 software in an inner carton and 6 inner cartons in a master carton.

UPC	018494009518
Product #	NEOP00951



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NEO GEO POCKET™



NEO GEO POCKET POWER



KING OF FIGHTERS R2

POCKET FIGHTING SERIES



NEO GEO POCKET

COLOR™

Main Points

Genre:	Fighting
Number of Players:	Up to 2 Players via the NEO GEO Pocket Color Link cable (sold separately)
Available:	August 1999
MSRP:	\$34.95

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
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SNK

KING OF FIGHTERS R2

POCKET FIGHTING SERIES



ORDER SELECT!



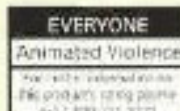
Time to mix it up in color on King of Fighters-R2 for the NeoGeo Pocket Color. The #1 arcade title now comes to you on a handheld. New characters for the pocket version, along with the infamous 12 from the arcade version, makes this title H-O-T. Play the three on three team battle, the 1-on-1 single battle mode or head-to-head matches with the link cable. A special "making mode" allows you to build custom fighters and trade special hidden skills with other player's characters.

Features:

- 12 Original arcade characters
- All new characters and bonus hidden characters
- Get Skills in the Making Mode to custom make own character
- Two Player Mode (VS Mode)
- Trade Skills with the use of the Link Cable (sold separately)

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484002311
Product #	NEOP00231



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SNK GALST Fighters™



NEO GEO
COLOR
POCKET

Main Points

Genre:	Fighting Series
Number of Players:	1-2
Available:	March 2000
MSRP:	\$34.95

SNK.

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SNK Corporation of America, 17 Green Oaks Blvd., San Jose, CA 95119
Phone: (408) 292-4550 • Fax: (408) 292-4871 or visit www.snkusa.com

SNK®



SNK Gals Fighters



Step aside guys; it's time for the ladies to take center ring. The gorgeous girls of SNK are prepared to make their own mark on the NEOGEO Pocket color with "Gals Fighters". Mai, Athena, Akari and many other femme fatales are out to prove who is Queen of the hill. Expect this to be a cat-fight like no other. These girls can rumble. They have the skills, the moves, and the good looks to create the perfect fighter. The Queen of Fighters tournament is initiated and the winner will have her wish granted. Enter the tournament and make it happen. Collect special items and gain a fighting advantage. Practice your attacks in the training mode, or with the NGP Link Cable take on a challenger in the 2-player mode. These gals will give you the all-out girl brawl you've been waiting for.

- Features:
- 8 Girls to choose from plus some hidden characters
 - 3 Game Modes
 - 5 Different Difficulty Levels
 - Collect Special Fighting Items
 - Incredible Super Attacks
 - NGP Link compatible for 2 player head-to-head action or trading



NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	3.32 lbs	11 1/4 x 10 1/4 x 13 9/16

UPC	018404039010
Product #	NEOP0031



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FASELEI!™



NEO GEO POCKET
 COLOR

Main Points

Genre:	RPG
Number of Players:	1-2
Available:	Q2 2000
MSRP:	\$24.95

SNK
SACNOth

FASELEI



In the future, wars will be fought by a new breed of foot soldier. These mechanized destroyers, known as Toy Soldiers, will create and thwart revolutions. Enter here the world of Faselei, the new adventure RPG for the NeoGeo Pocket Color. A kingdom is in crisis, and your squad has been asked to help bring peace again. The king has been assassinated and a war has begun between both princes. Command your TS and go into battle. Clear missions to gain experience and money. Buy parts, weapons, and supplies to upgrade and equip your TS, even down to its CPU. You can also purchase new TS models to upgrade your squad. The new control and attack system will blow away the old turn-based attack procedures. If you choose, you can pit your own TS against that of a friend using the NGP Link Cable. Do not lose sight of your mission, the country is in chaos. Peace is at hand and you are the deciding factor. Save the kingdom!

Features:

- A mission-based RPG adventure
- 3 Game modes
- New control and attack system
- Collect money, items, parts, and weapons to upgrade your TS
- NGP Link compatible for head-to-head battles
- Data save
- For NGP Color only

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.13 lbs	4 5/8 x 11 1/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

6 software in an inner carton and 8 inner cartons in a master carton.

UPC	018484009013
Product #	NEOP00901



EVERYONE
Animated Violence
For further information on
this product's rating please
call 1-800-771-2742



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DIVE ALERT™

NEOGEO
POCKET
COLOR

Main Points

Genre:	RPG
Number of Players:	1-2
Available:	Q3 2000
MSRP:	\$34.95

SNK™
SNK

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Phone: (408) 292-4550 • Fax: (408) 292-4271 or visit www.snkusa.com

SNK

SACNOth™



DIVE ALERT™

Lurking beneath the waves, the last thing your enemies will hear is the pulsing of their sonar quickening as your torpedo reaches their hull. Submerge yourself into the underwater world of Dive Alert for the NeoGeo Pocket Color. A catastrophe has befallen Earth and only one city, Terra, remains. The rest is a vast ocean of nothingness where many fight to reach Terra. Here, you command your very own SAS in this underwater submarine simulation RPG. Experience realistic submarine warfare using sonar, depth charges, and torpedoes. With your navigator, search the seas for money, upgrades and maritime encounters. Collect equipment and new submarines by defeating opponents. Gain experience in the Mission mode. Receive extra cash in the Training mode. You can also link against a friend and play for keeps in the Interactive Battle mode. Splash into Dive Alert, where the aquatic adventure of a lifetime awaits you.

Features:

- Realistic submarine simulation
- 2 Versions - Matt and Becky
- Different submarines in each version
- 5 game modes
- Command and upgrade your own custom submarine
- Defeat enemies to acquire experience and supplies
- Collect money to buy parts and weapons
- Battle a friend head-to-head using the NGP Link Cable
- Data save

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs.	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs.	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs.	11 1/4 x 10 1/4 x 10 9/16

6 software in an inner carton and 6 inner cartons in a master carton.

UPC 018484009917

Product # NEOP0099

UPC 018484038618

Product # NEOP00861

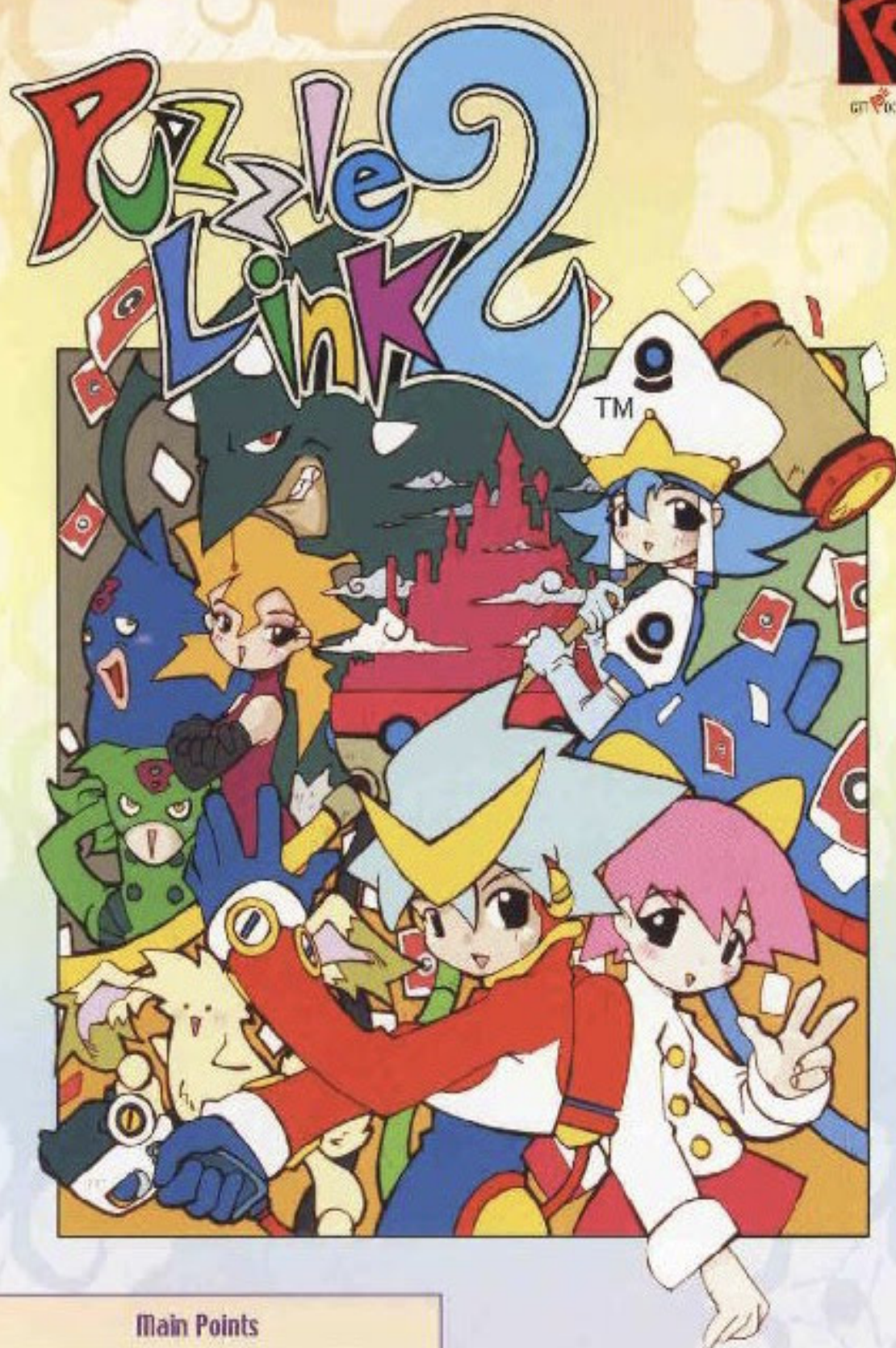
Becky's Version

Matt's Version



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NEOGEO POCKET
COLOR

Main Points

Genre:	Puzzle Series
Number of Players:	1-2
Available:	March 2000
MSRP:	\$29.95

SNK

YUMEKORO

夢工房



Puzzle Link 2



Couldn't get enough of Puzzle Link? Well, it's back and more entertaining than ever with Puzzle Link 2 for the NeoGeo Pocket Color. Just imagine how much fun you can have with all of the great new features. Select from three different targets. Choose from five exciting game modes. Eliminate the targets and collect special cards in the Card Game mode. Rush to empty the screen in the All Clear mode. Play till you drop in the Endless mode. Take on a friend in the Battle mode. Now, you can also enjoy a card battle game with the special cards you collect in the Card mode. The second time around gives you twice the challenge, twice the thrills, and twice the fun!

Features:

- 5 game modes
- 3 different targets
- Collect up to 100 different cards
- Play the Card Battle game
- Challenge a friend using the NGP Link Cable
- Save Data
- For NGP Color only

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11 1/8 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

3 software in an inner carton and 8 inner cartons in a master carton.

UPC	018484007613
Product #	NEOP00761



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DYNAMITE SLUGGER™



NEOGEO  POCKET
COLOR

Main Points

Genre:	SPORTS SERIES
Number of Players:	1-2
Available:	Q2 2000
MSRP:	\$29.95

ADK

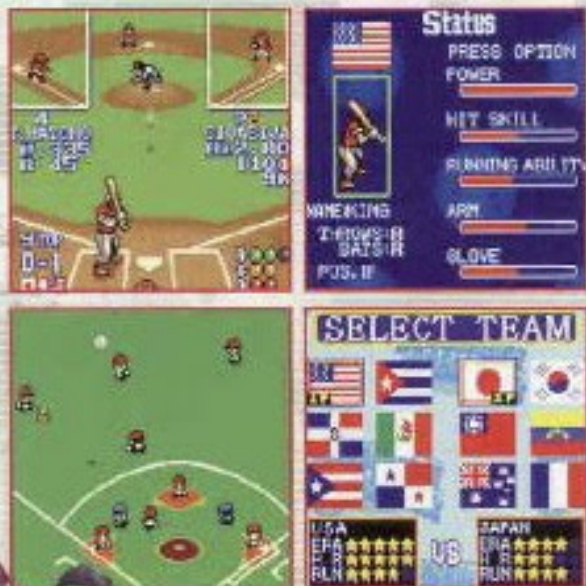
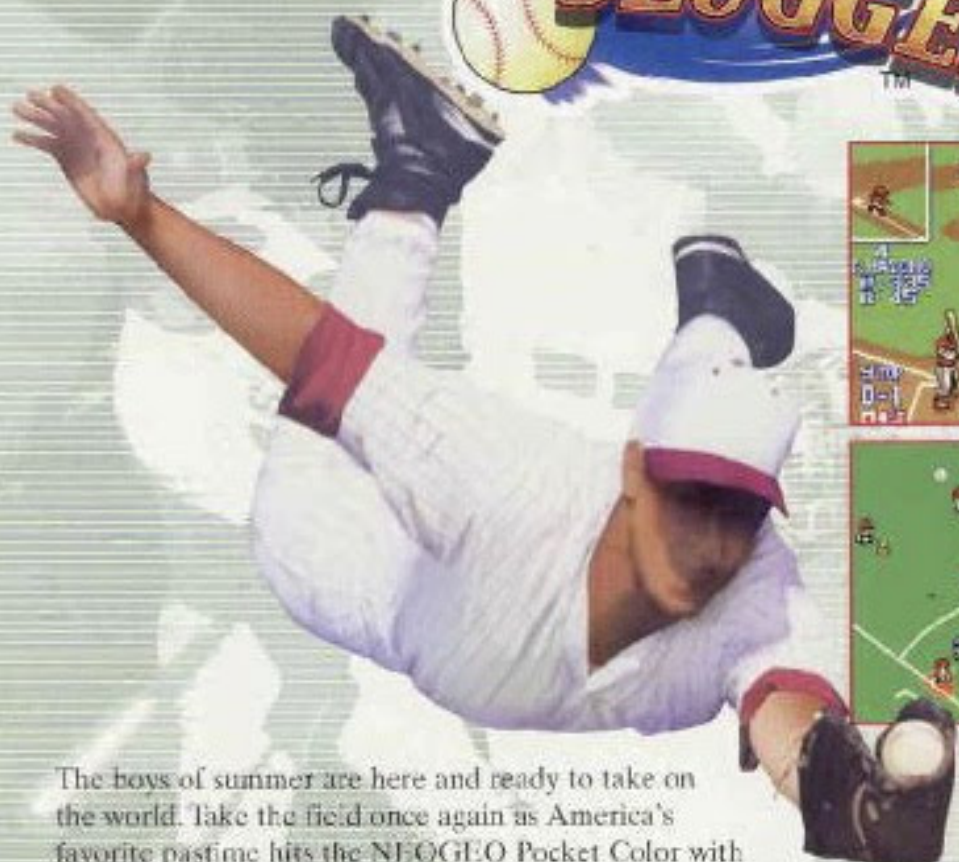
SNK

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• Phone:(877)341-3288 or visit www.snkusa.com

SNK



DYNAMITE SLUGGER



The boys of summer are here and ready to take on the world. Take the field once again as America's favorite pastime hits the NEOGEO Pocket Color with Dynamite Slugger. This time, the baseball action goes global as 28 international teams vie for the world title. Experience the thrills of sliding into home base, diving for a pop fly or smoking the batter with a 100 m.p.h. fastball! Choose your country, select your line-up and name your players. Dynamite Slugger is non-stop, ball-pounding, grass-staining, wipe-the-dust-off-your-butt fun and excitement.

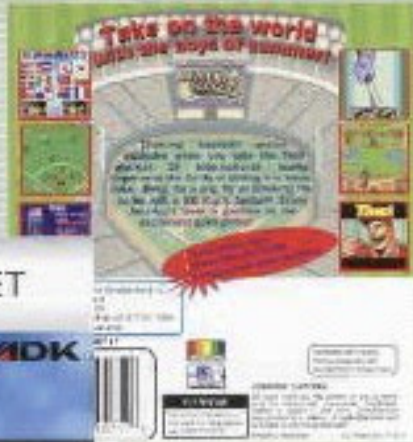
Features:

- Three game modes: Exhibition, Penant Race, Tournament
- 28 International Teams
- Name team members
- Custom pitching/batting/fielding commands
- Up to a 160 game season
- 2 player action using the NGP Link Cable
- Data save
- For NGP Color only

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

6 software in an inner carton and 6 inner cartons in a master carton.

UPC	018484007118
Product #	NEOP00711



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THE MATCH OF THE MILLENNIUM

SNK vs CAPCOM

TM

NEOGEO
POCKET
COLOR.

Main Points

Genre:	Fighting
Number of Players:	1-2 players
Available:	December 1999
MSRP:	\$39.95

CAPCOM
SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
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Phone: (408)292-4550 • Fax: (408)292-4271 or visit www.snkusa.com

SNK

CAPCOM

THE MATCH OF THE MILLENNIUM



Your dream has come true! "SNK vs. Capcom-The Match of the Millennium" is here for the NeoGeo Pocket Color! Hold your breath no longer, which is the greatest fighter of all time? Find out when 18 of your favorite SNK and Capcom characters collide in a single, tag, or team battle. Recognize the authentic controls and signature moves from Ryu's "Dragon Punch" to Terry's "Burning Knuckles". Compete in the SO Olympic mode and experience 7 thrilling events. Create your own custom fighter, tag duo, or team. Use a link cable to challenge a friend or exchange data between other games and other console systems. Demonstrate your unmatched skills and unlock hidden surprises. This is the match every fighting fan has been waiting for. It's time to settle the score on the Match of the Millennium!

Features:

- More than 18 all-time favorite SNK and Capcom fighters.
- Exciting game modes: Tournament, Olympic, Sparring, Vs., Entry, and Record
- 3 fighting formats: Single, Tag Duo, and Team
- 3 fighting styles: Average, Counter and Rush
- Create a custom fighter, tag duo, or team, complete with your own teasing comments
- 7 entertaining Olympic events
- Compatible with the NGP Link Cable for 2-player head-to-head fighting
- Use linking capabilities to exchange data with other NGPC games and the Sega Dreamcast!



Here's the battle you've been waiting for!
TRUING THE WATER OF THE MILLENNIUM

It's time to settle the score on the Match of the Millennium! This is the match every fighting fan has been waiting for. It's time to settle the score on the Match of the Millennium!



NEOGEO **POCKET** COLOR



Single, Tag and Team
 3 fighting styles
 Create your own custom fighter, tag duo, or team, complete with your own teasing comments

For further information on this product please call 1-800-771-3772

UPC	018484006913
Product #	NEOP00691

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 1 1/8 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

6 software in an inner carton and 8 inner cartons in a master carton.

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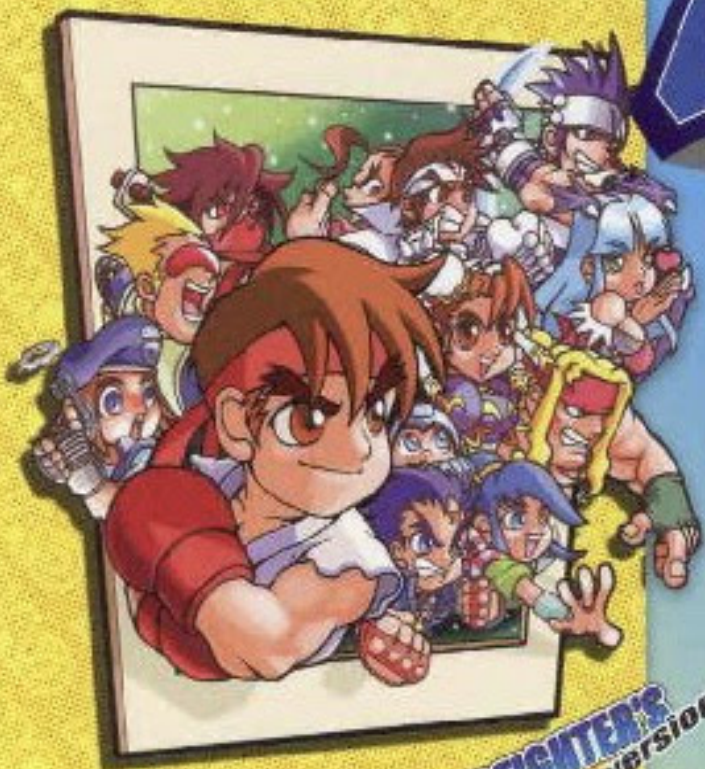
TEEN
 Mild Animated
 Violence
 For further information on this product please call 1-800-771-3772



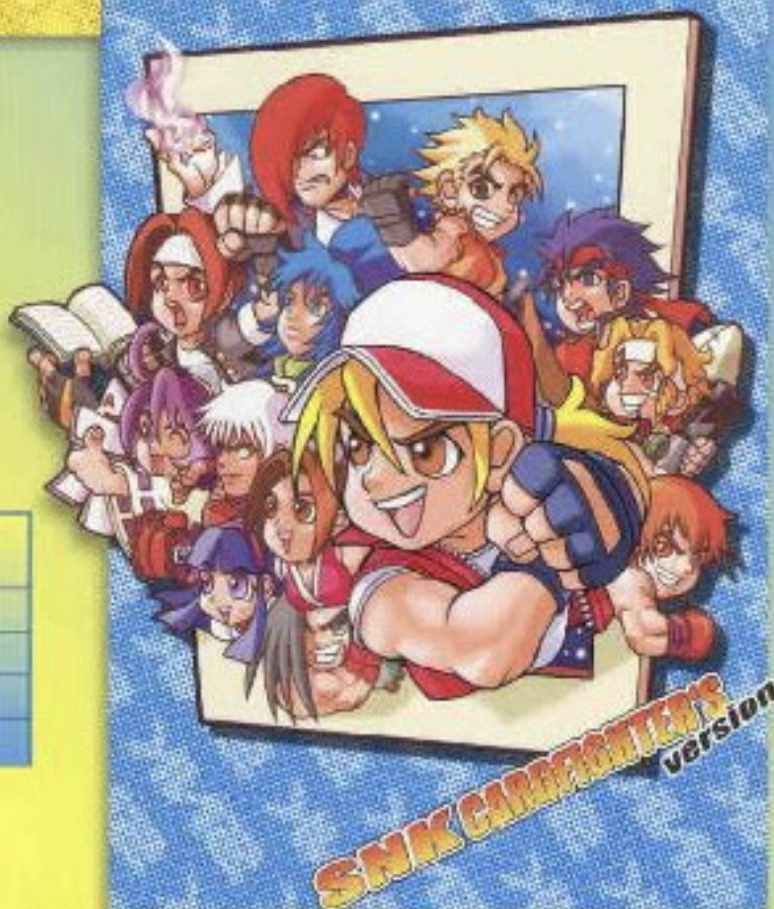
CARD FIGHTERS' CLASH

SNK VS CAPCOM

TM



CAPCOM CARDFIGHTER'S
version



SNK CARDFIGHTER'S
version

Main Points

Genre:	Strategic/Action
Number of Players:	1-2 players
Available:	December 1999
MSRP:	\$34.95

CAPCOM
SNK

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Phone: (408)292-4550 • Fax: (408)292-4271 or visit www.snkusa.com

NEOGEO
POCKET
COLOR

SNK

CAPCOM

CARD FIGHTERS' CLASH



For the first time ever, two arcade game powerhouses join together in a colorful game. The long anticipated face-off comes to the Neo Geo Pocket Color in "Card Fighters Clash: SNK vs. Capcom - Capcom Version" & "SNK Version". The excitement of card battles has gone electronic with all of your favorite characters from Capcom and SNK. Choose your player and enter the Card Clash Tournament. After squashing your opponent by using careful strategy, you can receive more cards to upgrade your playing deck. Collect up to 300 different cards to customize 5 separate playing decks. Travel the city and take on challenges, as you search for special coins that will add to your adventure. Trade duplicate cards in by using the Trading Machine or visiting the local trading card store. You can even try the Mini-Game for more cards! The most fun will be had as you challenge a friend or trade cards via the 2-player link mode. Step up and grab your deck, the excitement of battling and the fun of trading will be never-ending! Catch the fever!

Features:

- Capcom version starts you off with more Capcom characters & the SNK version starts you off with more SNK characters.
- 300 different cards to use, collect, and trade.
- Varities of cards to attack, defend, or gain advantage.
- Unlimited card-battle combinations.
- Up to 5 customizable decks to save.
- Built-in easy to follow instructions.
- Link compatible for 2-player fun.
- Linkable with other NGPC titles, or the Sega Dreamcast™ game console and software.



SNK vs. Capcom - SNK Version™

UPC	018484006715
Product #	NEOP00671

SNK vs. Capcom - Capcom Version™

UPC	018484006814
Product #	NEOP00681



NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11 1/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	6.32 lbs	11 1/4 x 10 1/4 x 10 9/16

6 software in an inner carton and 8 inner cartons in a master carton.

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NEOGEO POCKET



GET POCKET POWER



METAL SLUG 2ND MISSION™

Main Points

Genre:	PLATFORM SHOOTER
Number of Players:	1
Available:	Q3 2000
MSRP:	\$39.95

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
 SNK Corporation of America
 Phone: (877) 341-3268 or visit www.snkusa.com

NEOGEO POCKET
 COLOR

SNK

METAL SLUG 2ND MISSION™



Done polishing up those medals nice and shiny? Too bad because your R&R is over, soldier! Metal Slug 2nd Mission has exploded onto the NeoGeo Pocket Color. The resurgence of the rebel strike force PHANTOM and misinformation by IHQ has led to the capture of many Peregrine Falcons. Special forces dwindling, IHQ is forced to recruit cadets still in the academy. As a member of the newly formed Sparrows, you are their only hope. If that is not enough, there are also reports of an Alien alliance with Phantom. Furnished with a new Metal Slug prototype, the Slug Flyer, and now the Slug Sub, this mission will provide all new thrills and dangers. The new Time Attack mode will allow you to brush up on your rookie skills. With the Rescue List, your rescued comrades can give you much needed information. It's time to lock and load cadet, the fate of the free world rests upon your unproven shoulders!

Features:

- Same team pounding action and excitement
- 2 Game Modes
- 38 Electrifying Stages
- 2 Characters to choose from for multiple paths
- New Vehicles
- New Weapons and Power Ups
- Digital Speech
- Data Save

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs.	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs.	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs.	11 1/4 x 10 1/4 x 10 9/16

0 software in an inner carton and 16 inner cartons in a master carton.

UPC	01848406111
Product #	NEOPO511



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NEOGEO POCKET



GET YOUR POCKET

NEOGEO POCKET
COLOR.

Main Points

Genre:	Action/Adventure
Number of Players:	Up to 2 players via the NEOGEO Pocket Link Cable (sold separately)
Available:	December, 1999
MSRP	\$14.95



SEGA

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
 SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119
 Phone (408) 292-4550 • Fax (408) 292-4271 or visit www.snkusa.com

SNK
SEGA

SONIC THE HEDGEHOG POCKET ADVENTURE™



Feel the rush! Booming its way onto the Neo Geo Pocket Color® is "Sonic the Hedgehog Pocket Adventure™". Sonic is on a quest to rescue all of his forest friends, and it's your job to help him. This seems simple enough, right? Wrong! Lurking within the world is the evil Dr. Robotnik and all of his pestering henchmen ready to stop Sonic dead in his tracks. Grab gold rings, collect puzzle pieces, and win chaos emeralds as you dash your way through bonus stages and fast-paced mazes. Try the Trial Room for practice and high score records or enter the Duel Room and challenge a friend. Fasten your seatbelts because the action is going to be SUPERSONIC!

Features:
Stylish modes (Story, 2P vs., Trial)
Numerous bonus stages
Collect puzzle pieces for the Photo Gallery
Special surprises
NGP Link compatible for head-to-head action
Classic Sonic game play with fun

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	3.18 lbs	4 5/8 x 11 1/8 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.22 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	010494005916
Product #	NEOP00591



NEOGEO
POCKET
COLOR

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THE PRODUCT NEEDED
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CONTENT RATED BY
ESRB

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Made in Japan

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MAGICAL DROP POCKET



NEOGEO
COLOR
POCKET

Main Points

Genre:	Puzzle
Number of Players:	Up to 2 Players via the NEOGEO Pocket Color Link cable (sold separately)
Available:	Q4 1999
MSRP	\$29.95

DATA
EAST

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119
1-800-451-5500 • FAX: 415-436-0000 • 415-436-0001 • www.snk.com

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DATA EAST

MAGICAL DROP POCKET

TM



Make your wishes come true wherever you are with **Magical Drop Pocket** for the **Neo Geo Pocket Color**. This amusing puzzle adventure will keep you hooked for hours. Venture through a magical land and meet some of the most colorful adversaries ever to challenge you, all in search of the coveted Magical Drop. Pull and reconnect like-colored drops at a fast-frenzied pace before your opponent washes you out. Choose the story mode, self challenge mode or friend challenge mode. With a host of characters, special drops, addictive game play, and non-stop excitement, **Magical Drop Pocket** is sure to make a splash!!!!

Features:

- 3 game modes
- 5 difficulty levels
- 8 contestants to choose from with secret challengers to unlock
- Multiple endings
- NGPC Link Compatible for head-to-head action
- Use Special Drops to your advantage

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 1 1/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484005817
Product #	NEOP00581



NEOGEO **POCKET**
COLOR



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this product, please call
1-800-737-3779

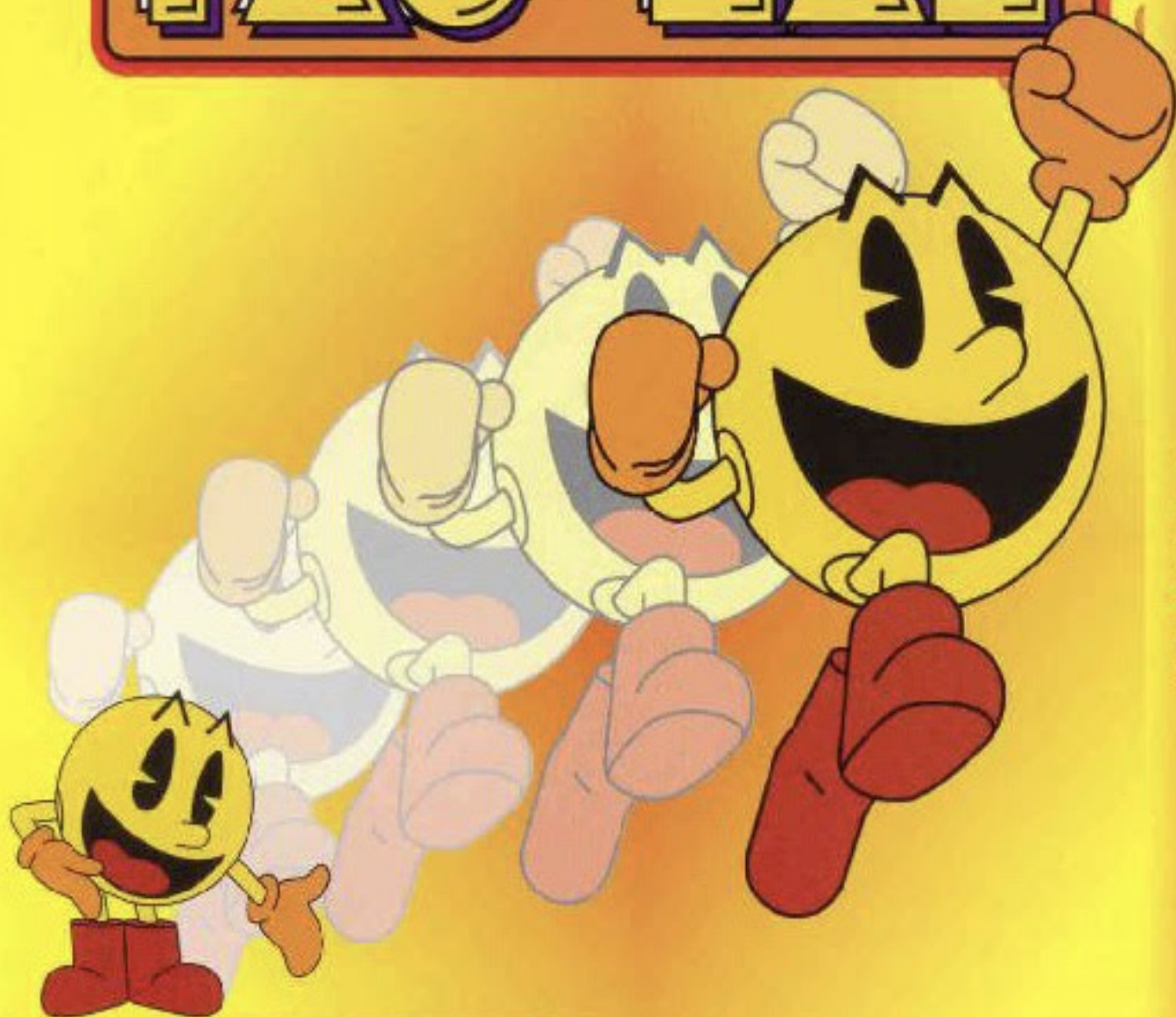
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CONTENT RATED BY
ESRB

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PAC-MAN



NEOGEO POCKET
COLOR

Main Points

Genre:	Puzzle
Number of Players:	One Player
Available:	August 1992
MSRP:	\$34.95



namco
SNK

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Phone: (408)292-4550 • Fax: (408)292-4271 or visit www.snkusa.com

SNK
namco



PAC-MAN



Pac is Back!!!

The original **Pac-Man** returns on the **NEOGEO Pocket Color** by SNK. The most widely known arcade classic powers with you everywhere on a portable handheld. Revive those memories of gobbling up pellets while being chased by Blinky, Pinky, Inky and Clyde. Clear all the stages of pellets before you lose all your Pac-Mans. Choose from either a scroll screen or a full screen for the real arcade feel. Devour fruit to gain bonus points on every level. Swallow power pellets to turn those pesky monsters into lunch and double your points with every monster you munch on. You can run, but you can't hide from the original Pac-Man on the NEOGEO Pocket Color.

Features:

- The ORIGINAL arcade classic
- 2 different screens: Scroll or Full
- Bonus points for gobbled fruit
- Bonus Pac Man every 10,000 points
- Includes the legendary Coffee Break scene

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 5/16

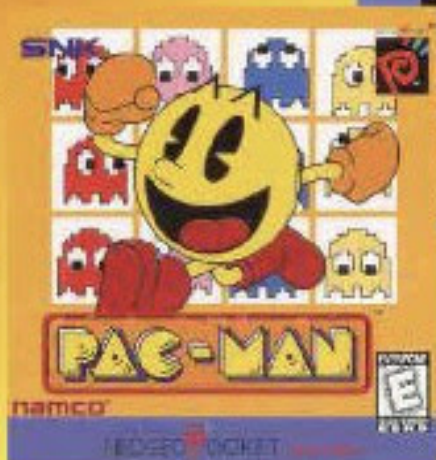
UPC	018494005510
Product #	NEOP00551

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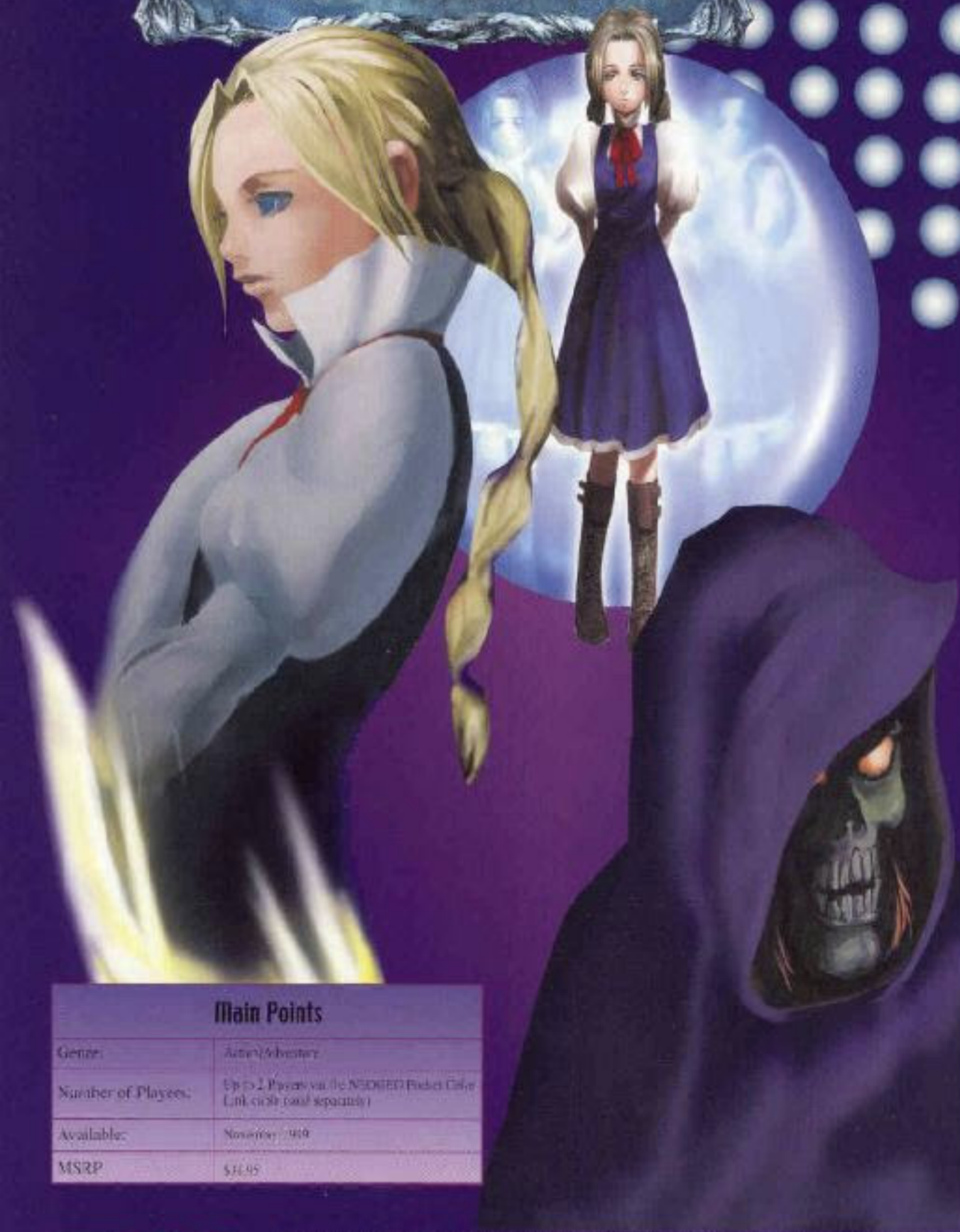


Made in Japan

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GET DARK POWERS



NEOGEO
POCKET
COLOR

Main Points

Genre:	Action/Adventure
Number of Players:	Up to 2 Players via the NEOGEO Pocket Color Link cable (sold separately)
Available:	November 1999
MSRP:	\$34.95

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119
Phone (408)292-4550 • Fax (408)292-4271 or visit www.snkusa.com

SNK

DARK ARMS

Beast Buster 1999™



Enter the domain of ghoulish fiends when **Dark Arms: Beast Buster 1999** creeps its way onto the **NeoGeo Pocket Color**. A contract of darkness has been signed with the Master of the Dark Realm in order to obtain powerful and destructive bio-weapons. Capture unearthly spirits and harvest their restless souls as nourishment for raising these arms. Travel through dungeons, labyrinths, graveyards and other eerie settings battling the hideous evils. Answer the underlying question of why the Master is so eager to help in your quest. What are his true intentions? Ghastly indeed, the tales of what may come in **Dark Arms: Beast Buster 1999**.

Features:

- 5 spine tingling areas to explore
- Seek and capture countless beasts
- Create and evolve numerous bio-weapons
- Beast and Weapon reference books
- NGPC-Link Compatible

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/8 x 4 5/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484004512
Product #	NEOP0345*



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PuyoPop™

NEOGEO POCKET
COLOR™



Main Points

Genre:	Puzzle
Number of Players:	1-2 Players
Available:	August 1999
MSRP:	\$29.95

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Phone: (408)292-4550 • Fax: (408)292-4271 or visit www.snkusa.com

SNK®

PuyoPop™



The long time SEGA hit **PuyoPop** now travels with you on the **NEOGEO Pocket Color**. This addictive puzzle game will captivate your attention and challenge the best of the puzzle pros. Connect the falling Puyo before your opponent sends OJAMAS to block your way. Play against the clock, complete levels to reach the "BOSS" monster, or duel against monsters to make your way through the tower. It's "PuyoPower" on the NEOGEO Pocket Color. Pop the Puyo before your opponent pops you.

Features:

- Found Robin tournament against 36 different monsters
- Boss monsters to defeat
- 3 different game modes
- 3 difficulty levels
- Link with a friend for head-to-head action
- Change game settings to customize your game and increase the challenge
- Use the "NostraPuyo" to help you anticipate incoming OJAMA



NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484004117
Product #	NEOP00411

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Patents Pending Made in Japan

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NEOGEOCKET™



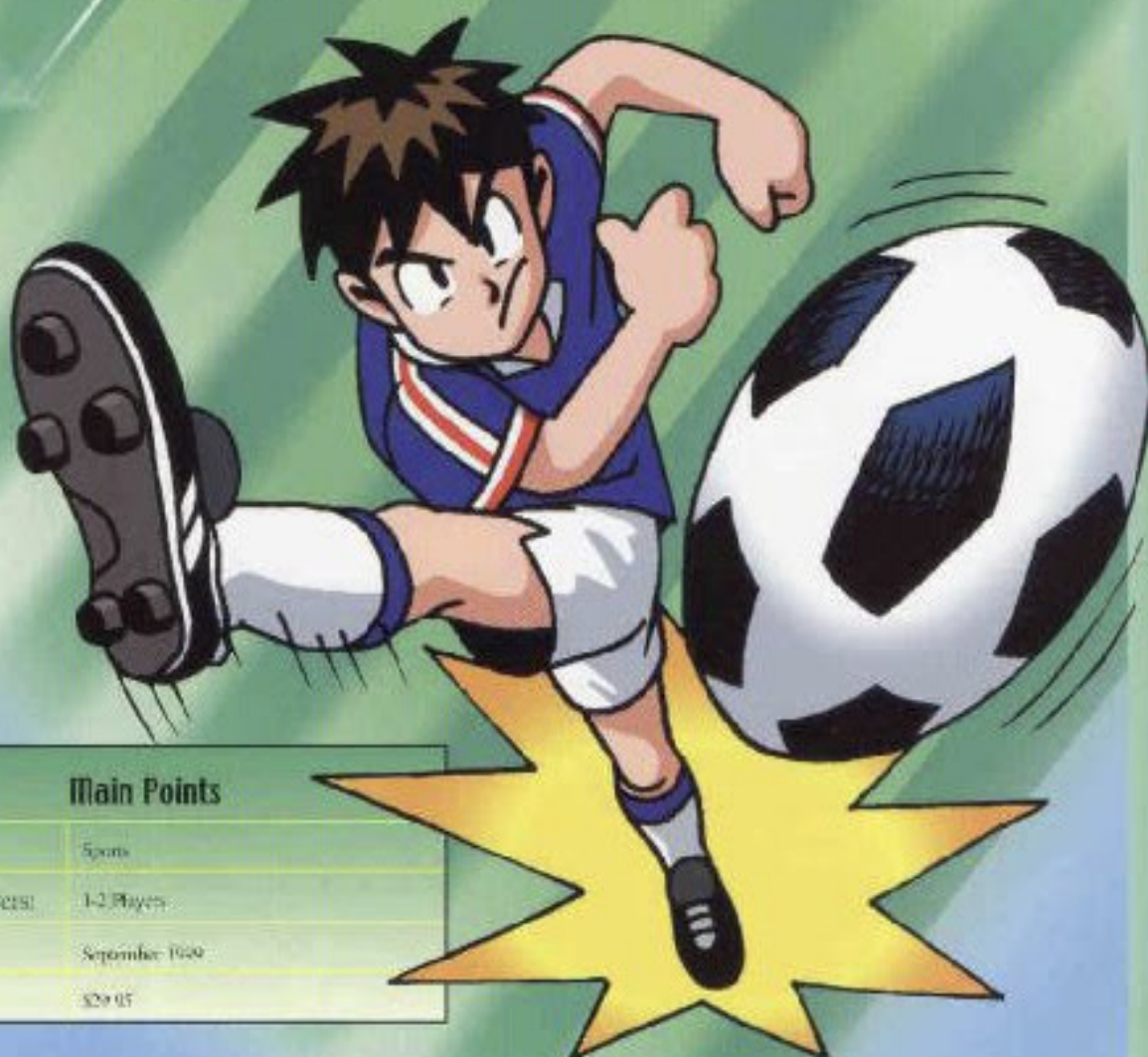
GET POCKET POINTS

NEOGEO CUP 98 PLUS

POCKET SPORTS SERIES™

COLOR™

TM



NEOGEO
COLOR™
ROCKET

Main Points

Genre:	Sports
Number of Players:	1-2 Players
Available:	September 1999
MSRP:	\$29.95

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119
Phone: (408)292-4550 • Fax: (408)292-4221 or visit www.arkusa.com

SNK



NEOGEO CUP 98 PLUS COLOR

POCKET SPORTS SERIES™

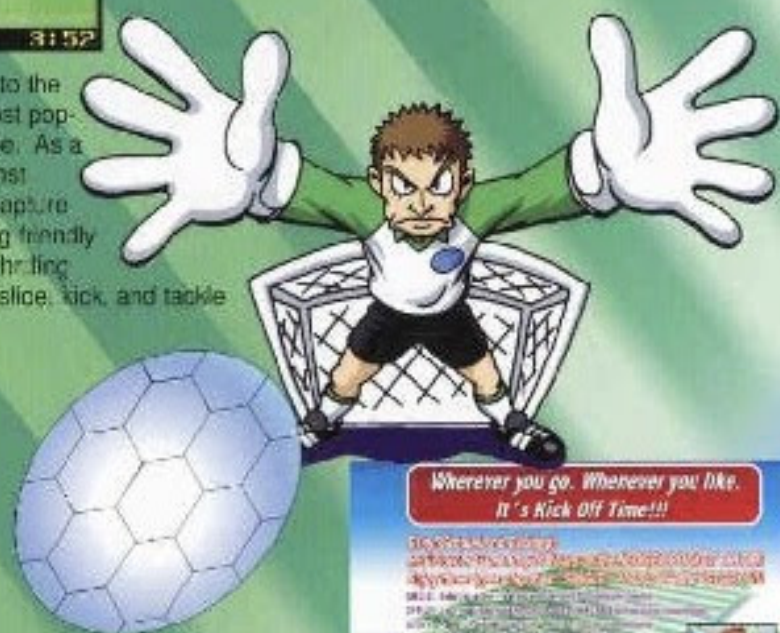
Soccer fans rejoice as the NeoGeo Cup '98 Plus slides its way onto the NeoGeo Pocket Color! Celebrate the spectacle of the world's most popular sport as you battle against soccer teams from around the globe. As a coach and player you can practice your skills and techniques against friendly opponents, or join the tournament in the Story mode and capture the Cup for your country. Increasing your fan following and winning friendly encounters will allow you to build up and specialize your team for thrilling Cup matches. Remember the eyes of the world are upon you, so slide, kick, and tackle your way to the top, and bring home the NeoGeo Cup Championship.

Features:

- Three game modes: 1P, 2P, Story
- 16 international teams
- Earn money to upgrade team or player abilities
- Choose team formation and lineup
- Buy, Sell, Trade items to customize your team
- Realistic soccer moves
- Authentic soccer rules
- Link compatible
- Data save

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11 7/8 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484003912
Product #	NEOPN0391

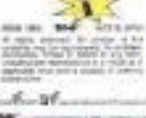


NEOGEO POCKET COLOR

Wherever you go. Whenever you like.
It's Kick Off Time!!!

NEOGEO CUP 98 PLUS COLOR is a tournament soccer game for the NeoGeo Pocket Color. It features 16 international teams, a story mode, and a link compatible feature.

NEOGEO CUP 98 PLUS COLOR is a tournament soccer game for the NeoGeo Pocket Color. It features 16 international teams, a story mode, and a link compatible feature.



Patents Pending Made in Japan

NEO TURF MASTERS



Main Points

Genre:	Sports
Number of Players:	1-2
Available:	August 1999
MSRP	\$14.95

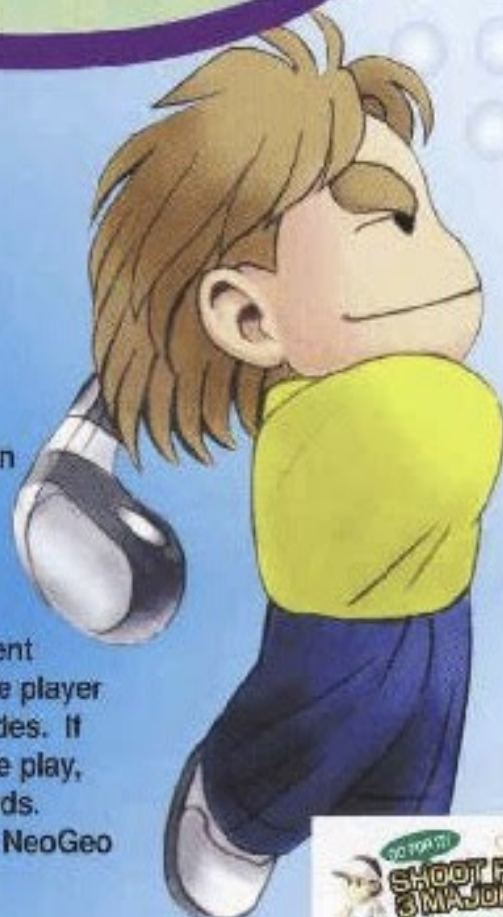
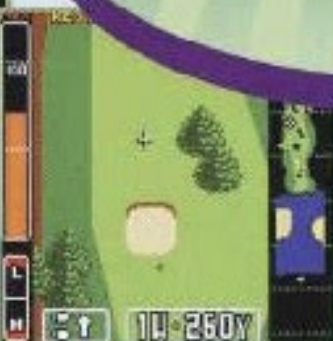
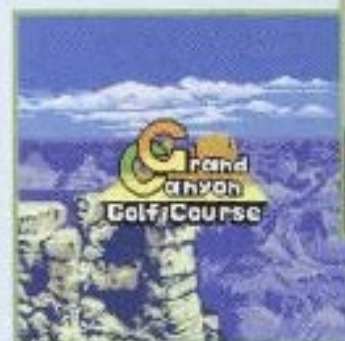
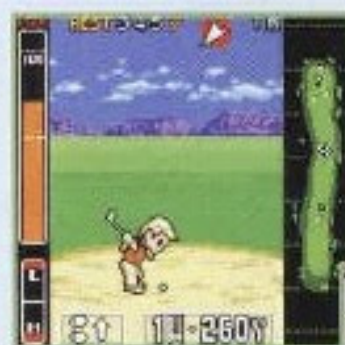
NEOGEO
COLOR
POCKET

SNK

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NEO TURF MASTERS™



You're on SNK's turf now with Neo Turf Masters golf on the NeoGeo Pocket Color. Play on three different courses to win each tournament title and collect the 16 "Clubs of Legends". Win all three tournaments and go on to become the Crown winner of the world. Choose from six of the toughest golfers, all with different styles of play, all with various strengths. Golf in single player mode and try the stroke play, handicap, or Crown modes. If that's not enough, play in the two-player mode in stroke play, match play, or trade "Clubs of Legends" between friends. Become the golf master with Neo Turf Master for the NeoGeo Pocket Color.

- Features:
- 4 Game modes: stroke, match, crown, and vs.
 - 3 Different courses: Japan, Germany, USA
 - 6 uniquely gifted golfers
 - Automatically saves data and status
 - Earn the "Clubs of Legends" in vs. mode
 - Taunt players while waiting to tee off
 - Trade clubs earned with link cable

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC 019484003513

Product # NEOP00351



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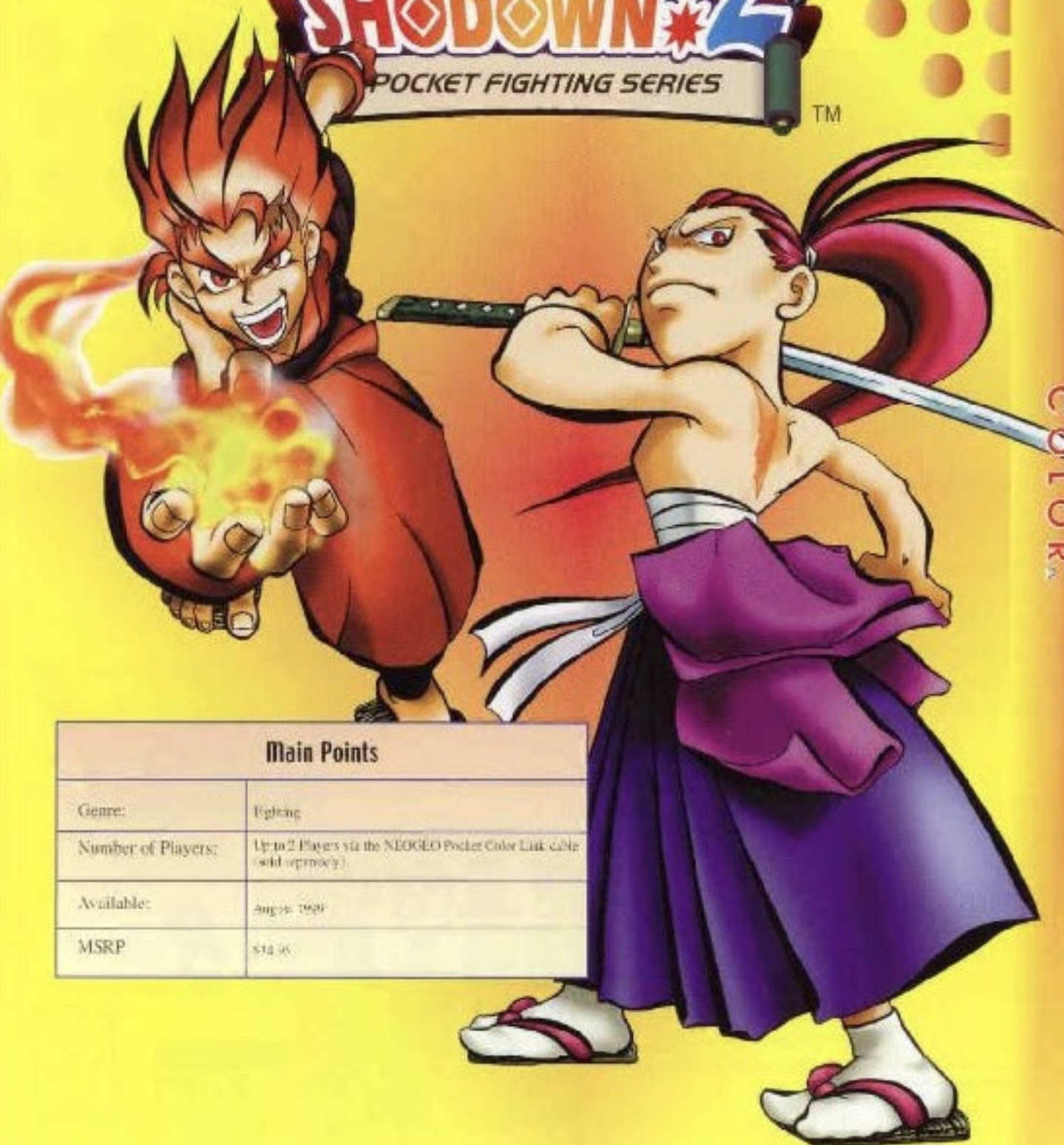
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SAMURAI SHODOWN! 2

POCKET FIGHTING SERIES



NEOGEO
POCKET
COLOR

Main Points

Genre:	Fighting
Number of Players:	Up to 2 Players via the NEOGEO Pocket Color Link cable (sold separately).
Available:	August 1999
MSRP	\$14.95

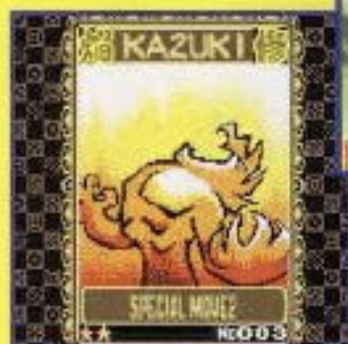
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SNK

SAMURAI SHODOWN 2

POCKET FIGHTING SERIES



SNK's hit arcade fighting series, Samurai Shodown, now travels with you on the NeoGeo Pocket color. Become one of 15 different Samurai warriors, or choose one of the 3 NEW fighters, each possessing 2 different fighting techniques. All have their own special moves and weapons, or choose to use the lethal "Methods of Mayhem" to annihilate your opponent. Play the survival mode or vs. mode to collect the graphics cards after every win to add to your fighting abilities. Get the edge on your opponent with Samurai Shodown 2 for the NeoGeo Pocket Color.

Features:

- 15 Characters
- Build power gauge to do Super Powerful attacks
- Two Player mode (VS Mode)
- Survival Mode (no continues)
- Various condition in game to get Graphic Cards!

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.16 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC 018484003011

Product # NEOP02301



EVERYONE
Animated Violence

EVERYONE
CONTENT RATED BY ESRB

neogeo-pocket.com

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Ruzzle Link™

NEOGEO POCKET™



GET POCKET POWER



NEOGEO POCKET
COLOR™

Main Points

Genre:	Puzzle
Number of Players:	1-2 Players
Available:	September 1999
MSRP:	\$29.95



夢工房

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
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Phone: (408)202-4550 • Fax: (408)202-4271 or visit www.snkusa.com

SNK

YUMEKORO
夢工房

Puzzle Link™



Get puzzle power with **Puzzle Link** on the **NEOGEO Pocket Color**. A new challenging puzzle game for both beginners and expert gamers alike. Quickly connect the same colored balls with the pipe link. Clear the stages before the balls drop below the dead zone to end your game. Choose from three different modes: Normal, Clear All, or Battle against a friend on the two-player game. Finish levels and stages to collect the character cards for your collection. Collect them all and get a special reward. It takes speed, skill and strategy to beat this game, do you have what it takes? You'll be linked to this puzzle thriller once you start, only on the **NEOGEO Pocket Color**.

Features:

- 3 different game modes: normal, clear all, and battle
- Character cards to collect
- Link with a friend for head-to-head battles
- Saves data

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 1 1/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018404002915
Product #	NEGP00291

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Use Connected Chains to
Pop the Pops and Defeat the "Castle of Evil!"
The Exclusive Puzzle Game Comes to
NEOGEO POCKET COLOR!

Based on the SNK Group's Originals, the "Puzzle Link" series is a new addition to the NEOGEO Pocket Color line. Use the NEOGEO Pocket Color Link Cable and play with a buddy!
Available September 1998 for \$29.99 (Suggested Retail Price)

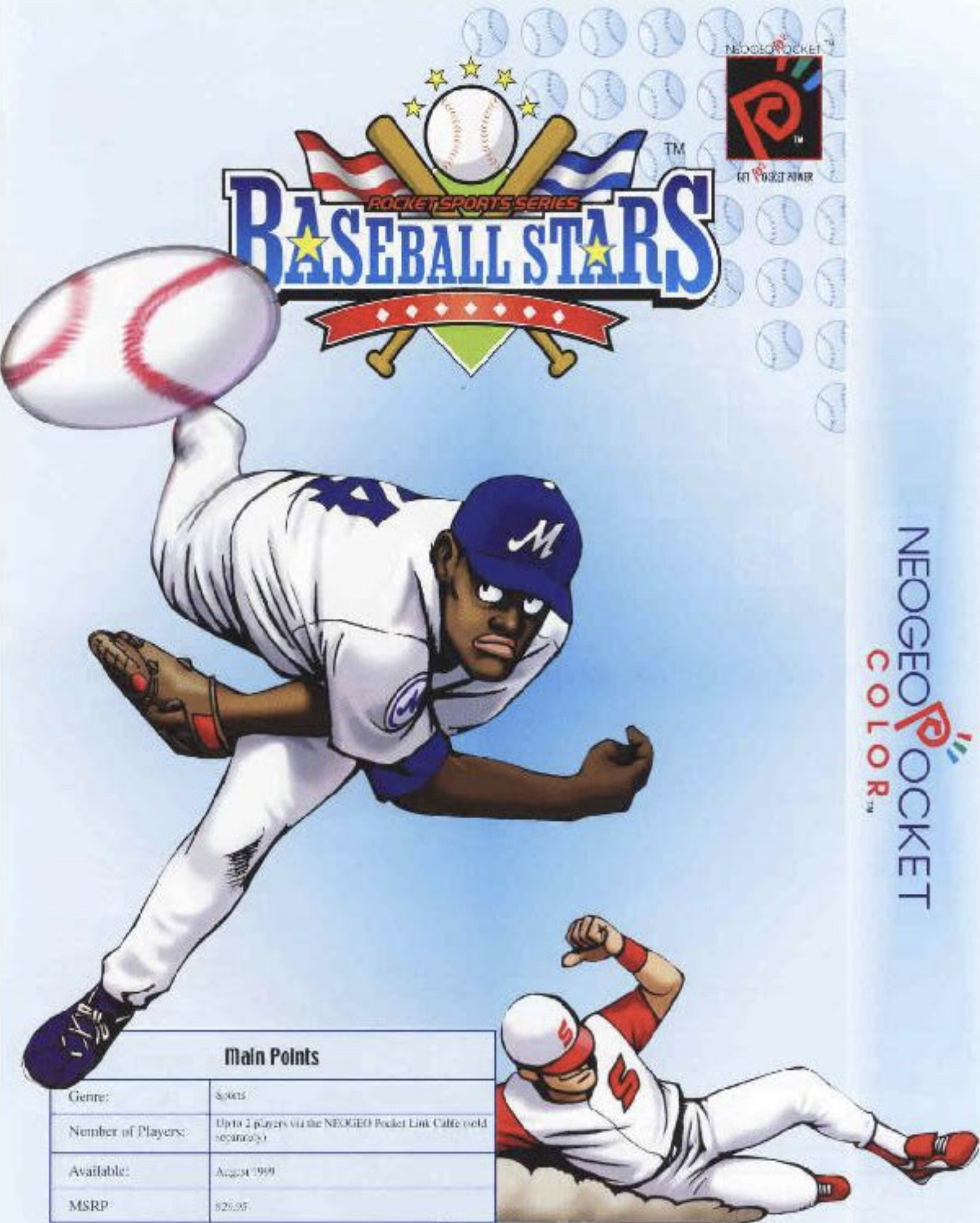


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Parents Pending - Made in Japan

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Main Points

Genre:	Sports
Number of Players:	Up to 2 players via the NEOGEO Pocket Link Cable (sold separately)
Available:	August 1999
MSRP:	\$29.95

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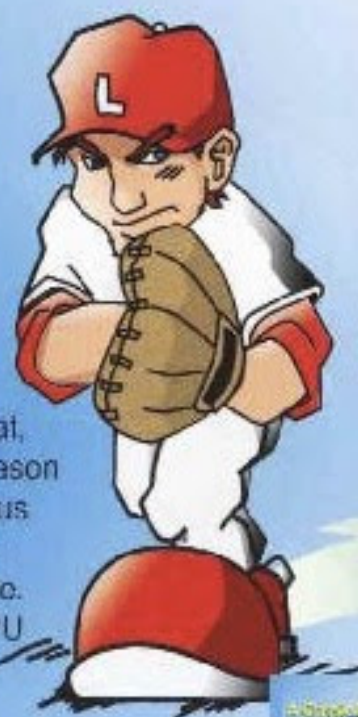
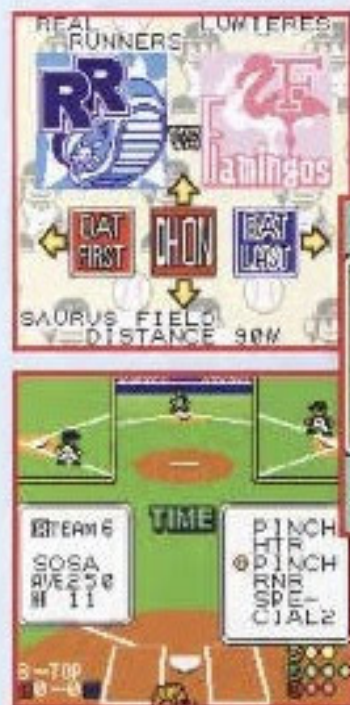
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NEOGEO POCKET
COLOR

SNK



POCKET SPORTS SERIES BASEBALL STARS



Bottom of the ninth and bases loaded. A crack of the bat, KABOOM! Baseball Stars is back with a whole new season now in your pocket. Create original teams, acquire bonus players and pull-out your "Ace in the Hole" for a one hit comeback. All the original action from the classic is here. Play head-to-head with the link cable, or against the CPU for the pennant. Do you have what it takes to be the champion? Baseball Stars is a grand slam on the NeoGeo Pocket Color.

Features:

- Create Teams with VS Edit Mode
- Acquire Bonus Players in Competition
- Receive one original bonus player when you win a game in 1P mode
- Aces in the hole for One-Hit comebacks!

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 1 1/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484002510
Product #	NEOP00251



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NEO CHERRY MASTER Color™

Pocket Casino Series



NEOGEO
POCKET
COLOR™

Main Points

Genre:	Casino
Number of Players:	1 Player
Available:	October 1999
MSRP:	\$29.95



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SNK

NEO

Pocket Casino Series

CHERRY MASTER Color™



NEO CHERRY MASTER
PRODUCED BY DYNAL

MOREAL ODDS FOR BET ON LINE

7 7 7	x 200
BAR BAR BAR	x 100
BAR BAR BAR	x 50
BAR BAR BAR	x 30

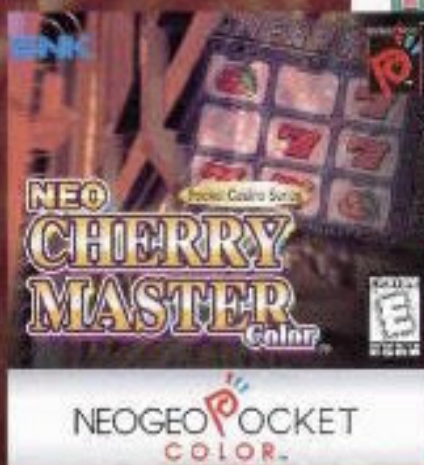


Take the thrills and excitement of real slot machine action anywhere you go with Neo Cherry Master for the Neo Geo Pocket Color. Just imagine standing in the casino, dropping in a coin, pulling the arm down, then suddenly, "cha-ching", winner-winner-winner! Neo Cherry Master delivers all of the fun of authentic slots. With two different modes and different skill levels, it will provide countless hours of enjoyment. It includes 8 separate payout lines, bonus chance games and even stores data in order to keep track of all your activity. Come on, drop in those coins and strike it rich with Neo Cherry Master!

Features:

- Two game modes
- Different Skill levels
- Variety of Bonus Chance Games
- 8 payout lines
- Complete Activity Bookkeeping
- Odds Table
- Customize Game Settings
- Data save

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	3.32 lbs	11 1/4 x 10 1/4 x 10 9/16

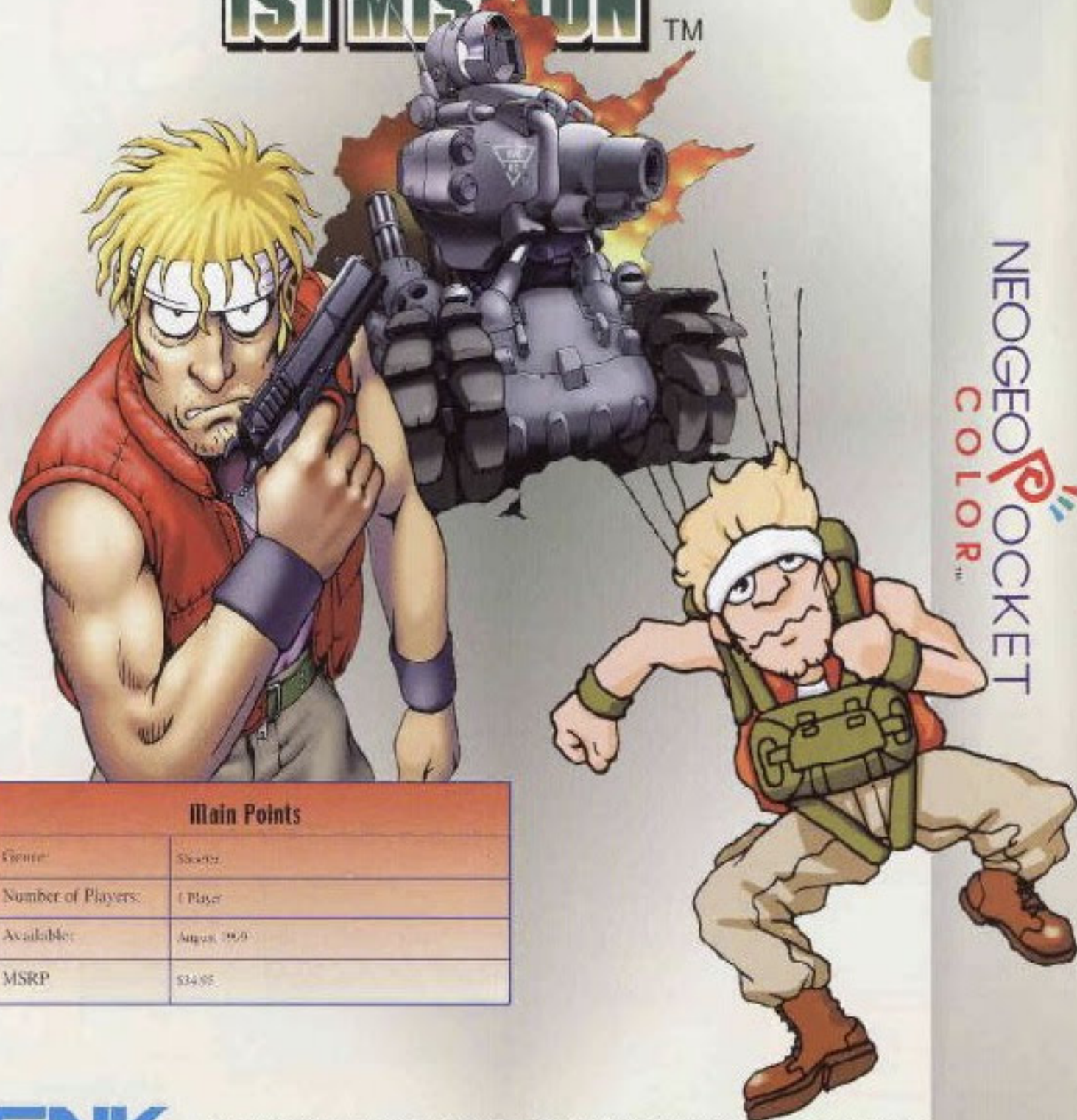


UPC	018484002410
Product #	NEOP30241



Patents Pending Made in Japan

METAL SLUG 1ST MISSION™



Main Points

Genre:	Shooting
Number of Players:	1 Player
Available:	August 1999
MSRP:	\$34.95

SNK

For more information on NeoGeo Pocket Color, NeoGeo Pocket Color software or accessories contact:
SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119 • (408)292-4550

NEOGEO POCKET
COLOR™

SNK

METAL SLUG

1ST MISSION



Boot Camp is over, and it's time for a real mission! Metal Slug blasts its way onto the NeoGeo Pocket Color. Be a part of the special elite forces squad, the Peregrine Falcons. It's your mission to bring down the coup-plotting Col. Bluddgann and his army. Jump, shoot and evade your way through treacherous and unimaginable battles. Fight hand-to-hand, as a tank or as a plane. Loaded with special ammo and weapons, your mission is to destroy the Colonel's plans and come home safely. Strap on your fatigues soldier, and move out.

Features:

- Play as the Metal Slug Tank or Flyer
- Parachute from the Slug flyer to safety
- Over 12 different energy-up items
- Score bonus points with equipment or special item pick-ups
- Over 7 different weapons to choose from

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11 1/8 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	018484002113
Product #	NE-CP30211



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Pocket Casino Series™

NEO

MYSTERY BONUS™



NEOGEO
COLOR
POCKET

Main Points

Genre:	Casual
Number of Players:	1 Player
Available:	Q4-1999
MSRP:	\$29.95

SNK

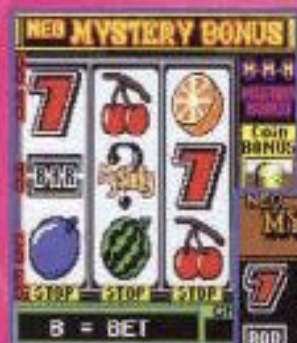
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SNK.

Pocket Casino Series™

NEO

MYSTERY BONUS™



The fun and excitement of real slot-machine gaming is here with Neo Mystery Bonus for the NEOGEO Pocket Color. Aficionados of these "one-armed bandits" will be delighted to find out just how much fun they can have without feeling the need to burn holes into their pockets. Two different modes will provide endless entertainment to both veterans and beginners. Place your bet, spin the wheels, and keep track of your winnings. If you're lucky, you have the opportunity to "Double-Up" on your profits with a variety of bonus games. So pull that arm down, 'cause baby needs a brand new pair of shoes!

Features:

- Two game modes: Simple, Original
- Variety of "Double-Up" Bonus Games
- Complete Bookkeeping
- Mini- Dictionary and Instructions
- Odds Table
- Customizable settings
- Data save

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11 1/6 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/6 x 10 9/16

UPC	518464001611
Product #	NEOP00157



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NEO DRAGON'S WILD

Pocket Casino Series

TM



GET A NEW PLAYER

NEOGEO
COLOR
POCKET

Main Points

Genre:	Casino
Number of Players:	1 Player
Available:	September 1999
MSRP:	\$29.95

SNK

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SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119
Phone: (408) 292-4550 • Fax: (408) 292-4271 or visit www.snkusa.com

SNK



NEO DRAGON'S WILD™

Pocket Casino Series



Put on your poker face 'cause it's time to play 5-card draw with Dragon's Wild for the NEO GEO Pocket Color. Catch casino fever as you place your bet, draw your cards, and collect your winnings. Enjoy two modes with different skill levels. Double your profits with a variety of bonus games. If you choose to, you can even track bookkeeping statistics. Go ahead and bet them chips, four aces and a joker later, you'll be glad you weren't bluffing.

Features:

- Two game modes: Original and Simple
- Different Skill Levels
- Assortment of "Double-up" Bonus Games
- Complete Bookkeeping
- Game Dictionary and Instructions
- Odds Table
- Customizable Game settings
- Data save

NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC

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Product #

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Gaming

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CONTENT RATED BY ESRB

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BIOMOTOR UNITRON™



NEOGEO
POCKET
COLOR™

Main Points

Genre:	Role-Playing
Number of Players:	1-2 Players
Available:	August 1999
MSRP:	\$29.95



夢工房

SNK

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SNK

YUMEKOB
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BIOMOTOR UNITRON™



The arena is open. You're ready for action anywhere with your BioMotor Unitron robot, on the NEOGEO Pocket Color. The kingdom of Rhaface has begun its' Unitron robot tournament to find the Master of Masters. You're here to prove you're the mightiest of all! Explore the kingdom with your Unitron to acquire skills, weapons and learn tactics that will aid in your quest for the Master of Masters title. Search the land of Tridiss and its' mysterious dungeons for hidden secrets. With just the right material and equipment, your engineer can create and customize your Unitron robot like no other. Don't get too eager, you are only a rookie and you need to work your way up. In the end, however, there can be only one true Master, and perhaps you will learn the secret of the Unitron crystals.

Features:

- Create and upgrade a custom Unitron robot
- Develop and customize special weapons
- Multiple endings
- RPG game-play elements
- 7 Fighting classes
- Over 28 areas to explore
- Data save
- Link compatible



NEOGEO SOFTWARE	Weight	Dimensions
Single Pak	0.18 lbs	4 5/8 x 11/16 x 4 5/8
Inner Pak	1.04 lbs	5 3/8 x 4 3/4 x 4 3/4
Master Pak	8.32 lbs	11 1/4 x 10 1/4 x 10 9/16

UPC	016484001017
Product #	NEOP00101

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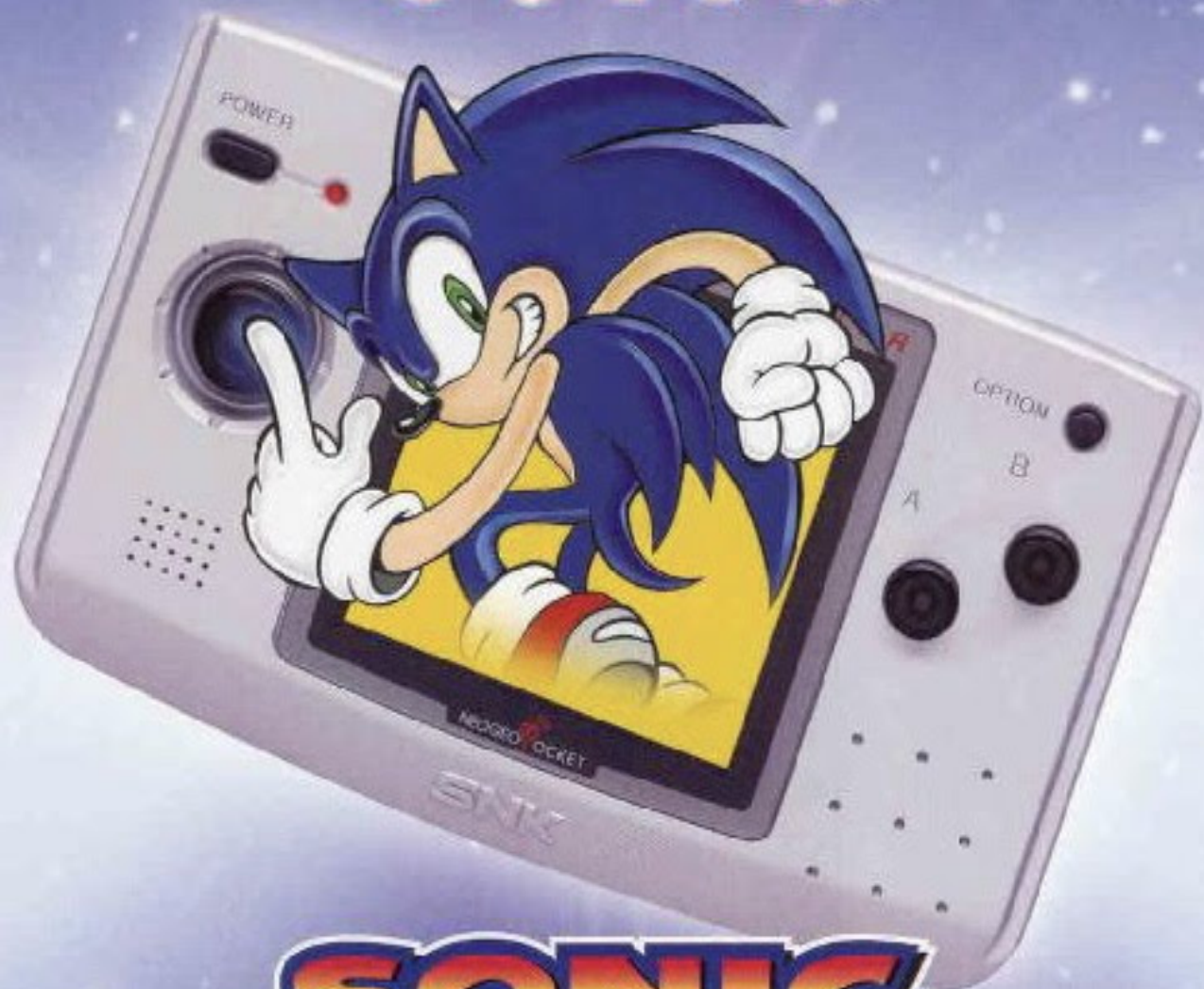
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Official US Adverts



NEOGEO POCKET COLOR[®]



SONIC[™] THE HEDGEHOG POCKET ADVENTURE[™]

Includes Sonic The Hedgehog Pocket Adventure
and a
NeoGeo Pocket Color

SEGA[™]

SNK



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SNK



Color: Blue
Product#: 83-9591-00
UPC Code: 018484095917
MSRP: \$99.95

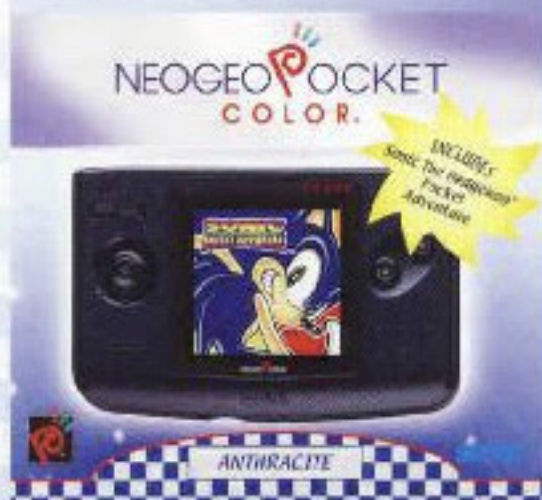


10 paks in an inner carton.
6 inners in a master carton.

Color: Platinum Silver
Product#: 83-9591-01
UPC Code: 018484095914
MSRP: \$99.95



Color: Anthracite
Product#: 83-9591-02
UPC Code: 018484295911
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Samurai Shodown 2™



NEOGEO POCKET COLOR™

Fatal Fury-First Contact™

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146 Simultaneous colors
Revolving Joystick
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Bust A Move Pocket™

Metal Slug-First Mission™

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- 6 cool color casings
- Tons of games for tons of fun!

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SNK



THE KING OF FIGHTERS

DREAM MATCH 1999



In Your Dreams!

The arcade fighting legends are here on King of Fighters Dream Match 1999 for the SEGA Dreamcast™ System. 38 of your favorite fighters on 6 different game modes come together for the battle royale. Link up with the NEOGEO Pocket Color to upload and download information. The game that kings dream of.



Sega
Dreamcast

SNK



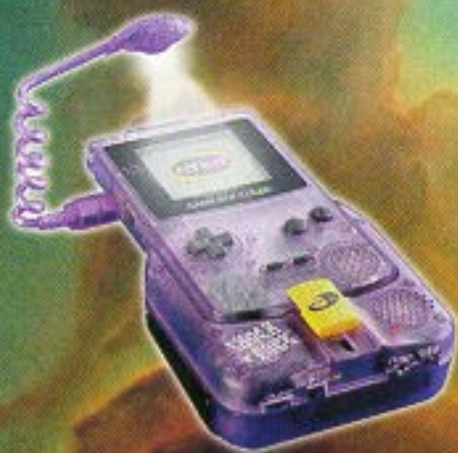
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Scientists estimate it took a jillion years
for these formations to become so awesome

It only took NYKO's Worm Light a few months to become awesome*

Now we're announcing our new
product line for NeoGeo Pocket Color

Your universe is now complete



IMAGINE NO LIMITS

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*After its release in September 1993, the Worm Light reached number 7 in the NPD TRSIS Report for January 1994 and climbed to number 1 in February. The Worm Light for Game Boy Color remains number 1.

Photo: Eagle Nebula - Courtesy of NASA/JPL/Caltech

US Feature Articles





By Chris Johnston chris_johnston@zd.com
 Mark MacDonald mark_macdonald@ziffdavis.com
 Sam Kennedy sam_kennedy@ziffdavis.com

Press Start

The Hottest Gaming News on the Planet

SNK USA RIP

Facing sluggish sales and internal strife, the company pulls the Neo•Geo Pocket off shelves and heads back to Japan



Illustration by Mike Reisel

This decision came as a sucker punch. No one expected this.

That's how Ben Herman, vice president of sales at SNK Entertainment USA characterized his company's sudden withdrawal on June 13 from the North American market. Many gamers looking for a Neo•Geo Pocket Color or games were just as shocked when they went to their local stores and found no trace of the handheld. In a move "to regroup and reevaluate [SNK's] worldwide marketing strategy," an official press release stated the company had requested retailers return all unsold hardware and software immediately for full reimbursement. SNK plans to repackage

the merchandise (the flash ROM cartridges can be easily rewritten with other games and the guts of the unit refit into the smaller Japanese model's casing) and sell it across the Pacific, where support for the system will continue. Approximately 200,000 Neo•Geo Pocket Colors were sold in America since its release late last summer. Customers with products under valid warranty can call 877-PLAY-SNK for exchanges.

Bad Timing

The timing of the decision was especially surprising considering the company's sharing at the most recent E3 industry trade show in

May, just weeks before the announcement. After meeting with SNK at the show, four or five major American third parties were reportedly planning to start developing games for the Pocket Color, including big-name titles like *Army Men*. According to a source inside SNK "all signs at E3 pointed to a new direction for the company, with new U.S. leadership. I really believed what we told everyone at the show—that with the MP3 player and some of the cool upcoming games (for the NGPC) like *Ogre Battle* and *Faselei* and *Mega Man*, plus some SNK vs. Capcom sequels, that things looked good. The holiday market was SNK's for the taking. Plus

SHIN NIHON KIKAU

July: Shin Nihon Kikau is incorporated in Japan.



Name changed to SNK Corporation in Japan. SNK Corp. of America is established. *Ikari Warriors* (NES) released.



NEO•GEO MVS system hits the arcades, Neo•Geo home system goes on sale at \$699; games cost \$250.



Fatal Fury (NG) is released, the first of dozens of fighting games for the system.



Samurai Shodown II (NG) is released, one of the best 2D fighters ever. First *King of Fighters* (NG) game is released.



Neo•Geo CD released in U.S. for \$350. Games cost between \$50 and \$75.

the company had just signed a five-year lease on a new facility in Torrance." Other games on display at the show for other systems, like Metal Slug X (PS), Cool Cool Toon and King of Fighters Evolution (both DC) will most likely still be released, just not by SNK—talks are currently under way to license the titles to other publishers. U.S. sales and distribution for the Neo•Geo 16-bit arcade system and games will continue through Apple Photo Systems Inc., so new and future titles like Metal Slug 3 and King of Fighters 2000 won't be affected.

David vs. The Game Boy

Since a large part of SNK America was tied into the Neo•Geo Pocket Color, conventional wisdom would dictate that the system, and by extension the company, fell prey to the same fate as the Lynx and Game Gear before it—crushed by the almighty Game Boy. And indeed,

"I don't think Mr. Kawasaki, who basically owned SNK, spent five minutes telling them what to do. I think they had total freedom and they, on their own, were making wonderful games and somebody comes in and says we need you to make pachinko games and they got their feathers ruffled and left." Another more interesting rumor has Aruze insisting all games in the future be in 3D, upsetting the 2D-loving developers enough to leave en masse and find work at rival fighting game creator Capcom. When we contacted SNK's Japanese offices to ask about the rumor, a spokesperson told us, "As in any other company in this industry, several personnel come and go occasionally. But we don't know where people go when they leave. I can tell you that there's been no whole team departures from our company." In any case, the NGPC never had very strong third-party support, so some kind of lapse in internal

One rumor has internal SNK developers leaving the company to work for Capcom rather than make 3D games.

Nintendo's ubiquitous handheld didn't help matters much. Recent TRST reports put the NGPC's share of the handheld market at 2%—guess who owns the other 98. As one source inside SNK told EGM, "The hugely phenomenal—I mean unbelievable—success of the Game Boy had really skewed the expectations for the market drastically. SNK would have been doing backflips to sell even like 500,000 units for the holiday season last year, but still most industry analysts would have yawned at those numbers."

"Make 3D Pachinko Games? SCREW THAT!"

But the decision to pull the NGPC can't be completely attributed to the Game Boy, at least not directly; recent events at SNK's HQ in Japan may be just as much to blame. According to many reports, a large chunk of the internal development staff left after casino game maker Aruze bought controlling interest in SNK early this year. According to one rumor, the developers walked when they were told they would be making pachinko (Japanese pinball-style) titles rather than the action and fighting games they were used to. Although he couldn't officially confirm it, that story made sense to Ben Herman. "They probably had total creative freedom for the last 15 years, he told us.

development painted a bleak future for the already minimal U.S. sales, and gave Aruze one more reason to pull the plug on American operations.

Too Hardcore For Their Own Good

Another possible factor to the demise of SNK in the U.S.? Their loyal audience of hardcore fans, some of whom regularly spent upward of \$300 for new Neo•Geo games, were often so hardcore that they didn't wait for the domestic versions of games to be released through SNK America, they imported them from Japan. "You can't blame the kids because they just want to play the games as soon as possible," said one ex-employee. "But you have to wonder how big a role the importers played in SNK's profits—I'd say they took a significant chunk."

And now that SNK is gone from America, all that importing is only likely to increase—one consolation for owners of the NGPC is that imported systems can be set to English, and that games from Japan will work on U.S. systems and vice-versa (see sidebar). As Herman put it, "There will still be (NGPC) products available in Japan, in Japanese that people will continue to import. So you'll still be able to get games. You may get some pachinko games, but you'll still be able to get games."



64-Bit Hyper Neo•Geo 64 system is released to arcades.



Oct. 28: Original black-and-white Neo•Geo Pocket is released in Japan.



Aug. 6: Neo•Geo Pocket Color launched in America.



January: SNK becomes subsidiary of Aruze. Nintendo releases Crystalis for GBC. June 13: SNK withdraws from American market.

NEO•GEO POCKET COLOR LIVES!

WHERE AND WHAT TO BUY

Just 'cause SNK USA folded doesn't mean you have to miss out on some of the best portable games around. Remember, Japanese titles will work fine on your U.S. system, sometimes even in English! You'll still find NGPC goods on Internet auction sites (www.ebay.com) and importers (www.tronixweb.com, www.ncsx.com), or check the ads in the back of game magazines. And watch EGM for continued coverage of upcoming imports like Ogre Battle, Cotton, Mega Man and more. In the meantime, here's our top picks to look for:



Match of the Millennium: SNK vs. Capcom

The one genre the Neo Pocket easily beats the Game Boy Color in is fighting games, and this is the best of the best you'll find for the system. An incredible list of SNK and Capcom's AAA characters, crisp graphics and big-time gameplay.

Review Crew Ratings: 9.0 9.0 9.0 8.0



Cardfighters' Clash: SNK vs. Capcom

Collectible card battle games just don't get more addictive than this. Start with either team and battle your way through this cart by yourself or against a friend through the link cable.

Review Crew Ratings: 8.5 6.5 8.0 9.0



Metal Slug: 2nd Mission

The side-scrolling arcade game made the transition to the Pocket Color in style. A little slowdown aside, the huge bosses, different types of levels, and hostages hidden all over to find and collect make this one essential for action/shooting fans.

Review Crew Ratings: 7.0 8.0 7.5 8.0



Sonic Pocket Adventure

Sonic always worked well in 2D, and this old school-style game reminds us of his glory days on the Genesis. The levels are huge and the gameplay is lightning quick—this one moves faster than you're used to seeing handheld games go.

Review Crew Ratings: 8.5 9.0 7.5 8.0



Nyko Worm Light: The one must-have peripheral for your Pocket Color. Kinda pricey at \$30, but totally essential for on-the-go gaming. www.nyko.com.

SNK's Pocket Dreams

What does it take to topple the mighty Game Boy? SNK offers two answers: clever ideas and powerful friends.

SNK's recently released NeoGeo Pocket Color handheld system appeared on store shelves with a surprise: an optional Dreamcast link cable, which enables players to transfer data between the two systems. The King of Fighters: Dream Match 1999 (Dreamcast) and The King of Fighters R-2 (Pocket Color) are the first games to utilize the cable; created fighters can be played in either version of the game.

As part of SNK and Sega's new relationship, the Pocket Color will also get a portable version of Sonic the Hedgehog. Gameplay is expected to be very similar to Sonic's side-scrolling Genesis adventures. The game should be out in December.

Lastly, SNK is in the very early stages of an e-mail application for the Pocket that will enable you and a friend to write instant messages to each other using only the Pocket. If the e-mail feature is a success (it's being tested now), expect to see it early next year.

Take your favorite King of Fighters character from console to portable—and vice versa—thanks to SNK's new link cable.



US Magazine Pre & Reviews





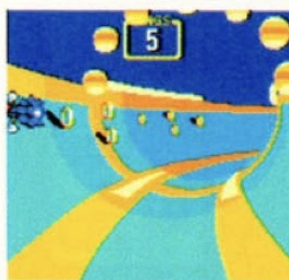
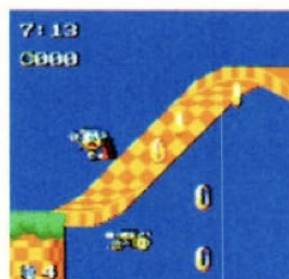
PREVIEW GALLERY

Sonic Pocket Adventure

Sonic's back in rare two-dimensional form on the Neo•Geo Pocket Color. Pocket Adventure (available now) is loosely based on Sonic 2 for the Genesis. Developed by Sega/Sonic Team and published by SNK, this is as close as you're going to get to playing a new Sonic on the go. It contains levels that look much like those in Sonic 2; only the design itself is different. For instance, there are new loops which take you straight up and around instead of the usual circle and corkscrew (trust us—it's cool). And it's every bit as fast as its 16-Bit parents.

There are a total of six areas—Neo South Island (based on the Green Hill Zone), Secret Plant, Cosmic Casino, Aquatic Relix, Sky Chase and Aero Base. You can go back to levels you've completed from the beginning of the game. Along the way you'll face bosses like Robotnik, Knuckles (who didn't appear in the series until number three) and Mecha Sonic.

In addition to the regular game, you can link up with a friend and race for time, go through each course for the fastest time by yourself, or assemble photos of the characters from the series in a puzzle mode (collect puzzle pieces throughout the game's Story Mode to use here). It's great to see Sonic back on a portable, and on one like the NGPC.



Cardfighter's Clash: SNK vs. Capcom

Besides the various fighting games on various platforms, the SNK vs. Capcom war is also being fought on the card-playing table. Cardfighter's Clash is a trading-card game that comes in two flavors: an SNK version which comes with a starter deck of 50 cards starring popular (and unpopular) SNK characters, like King or the Bogard brothers. The Capcom game contains a starter deck full of several Capcom personalities, from RE's Leon to Blanka. Each card, however, contains computer opponents that can give you (if you win trading card battles) cards from either faction. Your goal is to eventually collect an album of all 300 cards, Pokémon-style. Naturally, you can fight or trade with other players via the link cable.

SNK is publishing the two carts, and they should be out in stores now.



SNK vs. Capcom: The Match Of The Millennium

This is possibly the best fighter on any handheld system ever. MOTM pits some of the most popular characters from both sides of the 2D fight club. Highlights of the game include an amazing amount of animation per character, as well as accurate music themes reproduced from each of the game's stages. When you play through MOTM in single-player mode, certain characters will react to one another if they're lined up within their story lines. The game features a special "tag" feature that allows you to tag in your partners during the fight. So if the Card Fighter's Clash version of SNK vs. Capcom isn't your cup of tea, definitely check out MOTM. Besides, it's all you've got until the Naomi version comes out from Capcom sometime this year. MOTM from SNK is out now.





PREVIEW GALLERY

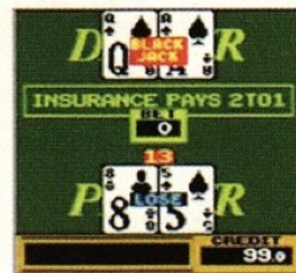
SNK Gal Fighters

The NGPC has only been around for a year or so, and it's already got six fighting games. Wow. Well, if you've played any of the KOFs on the NGPC, then Gal Fighters may look similar. Like the name suggests, it's a cat fight with the babes of SNK...Mai, Yuri, Akari, Leona, Shermie, Nakoruru, Athena and Shiki (with at least four hidden chicks). During the tournament, you can collect items that will alter your stats during the actual fight (think World Tour mode in SFA3). Another cute little feature is the "cloud of dust rumble," when two girls are locked in opposing forces. Gal Fighters will be out in **February**. Meow!



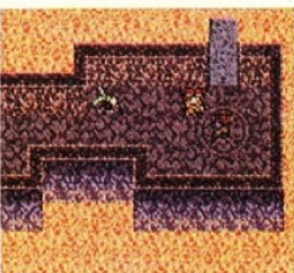
Neo 21

Not much to report here...Neo 21 is just Blackjack, a simple card game played for money. There are three ways to play: Casino, Original and Two-player. Skill levels, bookkeeping and a dictionary of terms are in there as well. Link the game for head-to-head with a gambling buddy. **SNK** will release Neo 21 this **February**.



Evolution

Sting's RPG Evolution just came out for Dreamcast in the U.S., and already there's a sequel out in Japan. A Neo•Geo Pocket version of the game is set for a **February** release in Japan. A U.S. date for the game has not been determined yet. It stars the characters from the Dreamcast version in a new quest, based in the same world (think of it as a side story to the first game). The core of the game takes place across five dungeons.

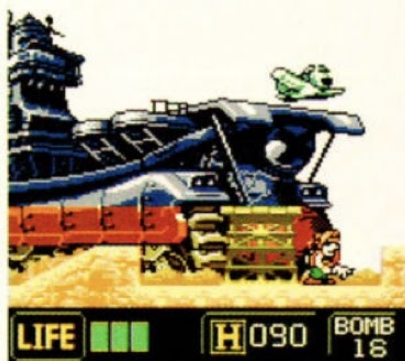




PREVIEW GALLERY

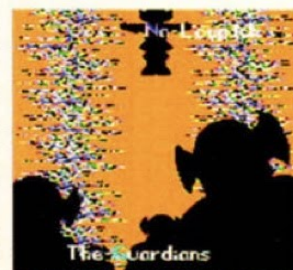
Metal Slug: 2nd Mission

Those of you who enjoyed the pocket treatment of **SNK's** classic Metal Slug series last year are in for a treat. 2nd Mission features three game modes (Story, Rescue List and Time Attack), 38 stages, two characters to choose from, and multiple paths to finish the game. It's another strong title for the NGPC. Unfortunately, Metal Slug: 2nd Mission won't be out until **Q2 2000**.



Dive Alert

Dive Alert is a strategic submarine simulation RPG from **SNK**. The earth is toast. All the polar ice caps have melted. It's up to you to pilot your sub to Terra, the last city on earth. You navigate strictly by sonar, buying new equipment with money you've won from battles and gaining experience. Battle Mode allows you to play head-to-head to obtain certain supplies, money and even your opponent's sub and navigator. DA is due out this **spring**.



Faselei

Since Square hasn't yet shown any inclination to develop for the Neo•Geo Pocket Color, gamers might feel as if they never have that particular brand of gaming goodness on their shiny new handhelds. Well, developer **Sacnoth** is coming to your rescue, with the arrival of not only Dive Alert (see above), but Faselei as well.

Fans of Square's Front Mission series will find themselves right at home here, with fully customizable mechs to complement the strategy-RPG gameplay. Players command Toy Soldiers in a tale of political upheaval and royal obligation. As your prince's right-hand man, it is up to you to restore peace to the land of Faselei.

SNK will release Faselei in the U.S. this **spring**.



Puzzle Link 2

This simple puzzle game has you firing linkable connectors to clear targets scattered throughout the game screen. It plays just like the first game (released this past winter), only with more and different modes of play. **SNK** will be bringing this one out during the **second quarter of this year**.





PREVIEW GALLERY

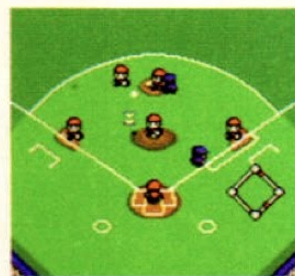
Cotton

While fighting games seem to rule SNK's color portable, it is getting more variety as the months go on. Developed by **Success**, the game follows a little witch named Cotton as she hops on her broom to vanquish evil. The game combines classic shooter gameplay with a rather cute-yet-Japanese premise. This is an adaptation of the original arcade game, which has been released for PC Engine and PlayStation. Cotton will be out in **March** in Japan.



Dynamite Slugger

We had a chance to play Dynamite Slugger a few months back when **SNK** came to visit. While we didn't expect much from this lil' thing, it turns out the pitching/batting interface is not bad at all. Most notably, as the batter, it's easy to see the ball as it flies toward you. Connecting with it is aptly intuitive as well. Sounds trivial, but that's half the battle with small-screen baseball sims. To the developer's credit, the graphics in general are sharp and clear. Other gameplay features impressed us as well. Player control is responsive and accurate, not to mention speedy. The digital stick works well enough, although analog would be better. No Major League Baseball license however, just 28 international teams. Guide your boys through a 160-game season or go straight to the playoffs. Exhibition and Tournament are also available. Two-player link and a save option round out the list of features for this **May** release title.



The Last Blade: Beyond the Destiny

SNK continues to make good on their promise to support the NGPC with quality gaming. But why so many fighting games for a handheld system? Last Blade follows closely to its arcade counterpart, but like other NGPC fighters, is filtered through super-deformed character designs. There will be a total of 14 fighters, three mini-games, and two entirely different story modes for you to explore. Another cool feature is the "scroll" bartering system. By playing mini-games and beating the story mode with each of the characters, you earn scrolls which you can use to unlock secret characters, gallery pictures and other mini-games. In two-player versus, you can battle for scrolls and set wagers. The Last Blade is set for release late **April**.



Cool Boarders

UEP Systems brings its 3D PlayStation snowboarding game (the past few of which have been developed by 989 Studios) to the small screen in this version for the NGPC. **Available now** in Japan, it features 20 different courses, all raced from the 3/4 perspective (like Xaxxon, only going the other way). There's two modes of play—free ride and survival. And there are plenty of obstacles to get in your way, like pits, polar bears, trees and rocks.





Publisher: SNK
Developer: SNK
Featured In: EGM #127
Players: 1-2
Supports: Link Cable
Best Feature: Adding gameplay
Worst Feature: Deck management
Web Site: www.snkusa.com



My score may be a little misleading. Cardfighters' Clash really isn't *that* great of a game. It's not complex, the cards and powers aren't very creative and the RPG side is simplistic and too kid-friendly. I actually didn't like the game the first time I tried it. But I got past that first battle. Then I played some more. Then I fought some bosses. Then I lost a head-to-head match with Che (I was severely handicapped!). Then I won one. And I kept playing and playing and playing—on the plane, before going to bed, any time during the day...you get the idea. **This game is, in one word, addicting.** I can't get enough of it, and I can't even come up with many solid reasons why. It does have that collectibility thing going for it—I'm having much more fun with this than I am with Pokémon. I also like the entire Capcom and SNK universes mixing up thing. It's cool to hear a CPU-controlled character asking to trade a "Terry [Bogard]" for a "Chun-Li." Even cooler, the game is full of insider goodies and jokes. You can visit the Resident Evil mansion, for example, and you can even do card battle against a character named "Mikami" (Shinji Mikami is the producer on the RE series for Capcom.) The two different carts (with separate starter decks) and a great handicapping system make this a very two-player friendly game. Check it out!

Shoe

I'm not too wild on this game. **The card fighting gets a bit tedious after a while.** Why? Most of the cards "behave" the same, so there's really not a lot of variety here. Also, micro-managing your deck(s) can be a pain in the butt. After a while, I didn't even bother reorganizing my main deck unless I got a really sweet card worth putting in. Two-player is all right, but a battle can take a ridiculously long time. This isn't a bad game by any means—it's just not for me.

Shawn

It may rip off ideas left and right from Magic: The Gathering and especially Pokémon, but Cardfighters' Clash still comes across as a novel experience. Although it's not as addicting or cutesy (thank God) or easy to get into as Pokémon, this thing **packs deep gameplay that'll keep you glued to your handheld for weeks.** The card game's rules are simple; the real strategy comes when you organize your deck and wield your special cards.

Crispin

I never paid much attention to Cardfighters' Clash because I'm not much of a card player/collector, you see. The whole thing just stinks too much of Magic The Gathering, etc. Shoe got a head start on CFC while I was busy with MOTM, but for the past week of deadline or so, we've been playing this game non-stop. If you're into card battles, collectibles, Pokémon, really addictive two-player link games, **do yourself a favor and pick up CFC. It's great.**

Che



Publisher: SNK
Developer: SNK
Featured In: EGM #127
Players: 1-2
Supports: Link cable
Best Feature: Graphics, gameplay
Worst Feature: Only two buttons
Web Site: www.snkusa.com



With Match Of The Millennium, I thought I knew what to expect; after all, I had already played both KOF R-1 and R-2, as well as Fatal Fury and Samurai Shodown 2. MOTM turned out to be far better than any of SNK's previous efforts on the NGPC. Don't let the size or the graphics fool you here, **MOTM is a real fighting game that offers plenty of depth for fans of the 2D genre.** Techniques like counter hits, tech rolls, 2-in-1 combo's, juggles, and supers are all present and accounted for. The NGPC's "click stick" has always been easy to use for fighting games, and it's no exception here. I still find it easier to whip out circular-type moves (fireballs) as opposed to charge-up moves (sonic booms)...it could be just me. Selection wise, the character roster from both SNK and Capcom are pretty evenly matched, except I wanted more characters from the Alpha series. The best part about MOTM is the built-in "tag" mode where you can tag between two fighters in real time...I never even dreamt this was possible on a handheld system. Other cool features include the ability to link up with KOF Dream Match 99, MOTM on the DC, and Cardfighters' Clash on the NGPC. There's even an "Olympics" mode where you play mini-games to unlock secrets and master abilities. This is by far the best fighting game on any handheld system.

Che

Fighting games with only two buttons are usually a joke. SNK Vs. Capcom is different. Not only does it look great, but it plays just as well as its arcade cousins. It's also got mini-games which have less to do with the rivalry between the two companies than having fun with each other's characters. There are Bemani-style music challenges and shooting gallery-type games. **Whether you're a Capcom fan or SNK fan you're going to like this game.**

Chris

I was actually pretty impressed with this. It does a more than passable attempt at scaling down the fighting engines of a host of classics, while offering some of the nicest and smoothest graphics for a game of this type on a handheld. **Experienced fighting game fans my find the early bouts a touch on the easy side...** but as you work through the story it gets quite challenging. I can't wait to see the Dreamcast version now!

John

Hey, I'm as ready as the next guy to summarily dismiss handheld fighting games. But **to say SNK vs. Capcom really surprised and impressed me is an understatement.** Not only does the game go beyond your expectations about what should be packed in the cart (extra modes, a relatively deep fighting engine, tons of characters, tag-team play, mini-games), it plays well too. Try this cart out. It's much better than you'd ever expect.

Shoe



Publisher: SNK
Developer: Sega
Featured In: EGM #127
Players: 1-2
Supports: Link cable
Best Feature: Sonic speed
Worst Feature: Rings go through walls when hit
Web Site: www.snkusa.com



Sonic's one of those games that lends itself so well to 2D, you wonder why Sega ever changed it. I'm a big fan of the early Sonic games and this is a welcome throwback to those games. I haven't seen a Game Boy game—definitely not a side-scroller—move this fast. Graphics and sound are crisp-yet-simplified versions of Sonic 2's. In true Sonic nature, the **levels are huge and take multiple playings to fully explore,** but that's always been the beauty of the series. Bonus stages look great and scale smoothly. Now for the bad news: When you're hit, your rings get away and if there are walls, they go through them without stopping. This leads to many a boss battle where you're scrambling to recover at least one ring, and you're left high n' dry. There are very minor control differences between this and Sonics 1-3, but it still captures the right flavor. A minor disappointment for me is that the Casino level has become a hodgepodge "let's throw everything we can in here" level and is less enjoyable to play. There aren't as many huge, pinball-like pits that aren't blocked by something to speed up and down, and some of the enemies of the old Sonics are sadly missing. In fact, the Casino Zone has no enemies except for the boss(!). A strong, yet somewhat lacking first showing for Sega and Sonic on the NGPC.

Chris

At the very least, Sonic Pocket Adventure proves that SNK's portable is more than capable of "blast processing." And the sharp visuals **will make Game Boy Color owners a little jealous,** too. This game instantly resurrects Sonic's 2D glory days. The classic look, speed and gameplay will hook you immediately. SPA does suffer odd bouts of slowdown, but these events are rare. If you got a Neo-Geo Pocket Color for Christmas, buy this game first.

Crispin

I'm just stoked to be able to play another handheld Sonic—especially one that so accurately conveys the familiar speedy, coin-scattering Hedgehog feel. Sure, some of the levels are missing a little bit here and there, and the enemies tend to be scarce throughout the game, but the feel is there and that's what counts. The Neo-Geo Pocket is shaping up to be quite a little system, and impressive titles like Sonic Pocket are just what it needs to take off.

Shawn

A shockingly good handheld version of Sonic that brings back fond memories of the old Game Gear games...only without the battery problems. The gameplay mating of Sonic 2 and Adventure works exceptionally well with only a few problems...the biggest of which is when Sonic dies and drops his rings—even if there are loads, you can only pick up one or two. It's a pain, but not enjoyment-ruining. **One of the best handheld games of '99.**

John

VISUALS	SOUND	INGENUITY	REPLAY
6	6	7	9

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	9

VISUALS	SOUND	INGENUITY	REPLAY
8	7	4	7



Faselei!

Publisher: SNK
Developer: Sacnoth
Featured In: EGM #129
Players: 1-2
Supports: Link cable
Best Feature: Gameplay and character designs
Worst Feature: Interface could have been refined
Web Site: www.snkusa.com



Being the resident "mech freak" on the Review Crew, Faselei! has intrigued me ever since it was announced. I mean, what more could I ask for than a portable Front Mission on my favorite handheld system? And in that respect, Faselei! certainly doesn't disappoint. It's got all the right ingredients of a great SRPG: a rich roster of NPCs that weave in and out of the story, a solid strategy engine, and lots of customizing options. To keep things from seeming too derivative, Sacnoth implemented a unique strategy engine dubbed "TIPS" (Tactical Intelligence Programming System). With TIPS, you "program" your mech with up to five "actions" per turn, then you hit go and sit back to witness the carnage. It's kind of like LOGO for the Apple II, um...only it's not. Like Vandal Hearts 2, this simultaneous movement and prediction system takes some getting used to, but after a while, you'll be just as hooked as I was. **For about a week straight, Faselei! hardly left my side.** But for as much as I enjoyed the game, there could've been improvements. The battle interface can be cumbersome, and the map areas feel claustrophobic. Also, despite the cool story, there's plenty of stale dialogue and "mercenary-with-a-golden-heart" clichés. Niggling flaws, to be sure, because overall, Faselei! is a fine pocket game. **Che**

I never thought a strategy game would translate well to a portable system—until I played Faselei!. Despite some clunkiness, the control and battle systems are both deep and easy to wrangle. You get a surprising amount of mech customization options. Even the graphics are decent. Sure, if you're not into strategy games on the regular console systems, this thing won't sell you on the genre. But **if you're a Front Mission-kinda guy, buy this now.** **Crispin**

It's really nice to see Tactics-style strategy games straying off the traditional and beaten lands-of-fantasy-and-magic path. It's especially nice to get some of this goodness on a portable system. Besides just being in a cool genre that you can play on the go, **Faselei! offers up very solid gameplay with a cool story line and fun battle system.** Warning: if you didn't dig Vandal Heart II's simultaneous move method, you're really gonna hate this game. **Shoe**

To the extent that Faselei! reminds me of Front Mission scores high points with me. It just amazes me that handheld games have progressed past the action game genre, and have come into their own with deep genres like the SRPG. **My only gripe with Faselei! is the actual battle engine itself.** Why couldn't Sacnoth just stick with the traditional turn-based gameplay? I'm lukewarm on TIPS, but the game is a godsend for the NGPC. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	8	6



Metal Slug: 2nd Mission

Publisher: SNK
Developer: Sacnoth
Featured In: EGM #129
Players: 1
Supports: None
Best Feature: Lots of variety
Worst Feature: Some confusing level layouts
Web Site: www.snkusa.com



The sprite-heavy Contra wanna-be plays really nicely on SNK's baby system. A little slowdown aside (only when the screen is cluttered with enemies), the game runs really smoothly. The controls are spot-on as well—you won't be able to blame them if anything goes wrong. Most of the action is standard 2D shooter fare, with you having to mow down weak bad guy after weak bad guy, until the stage culminates in a battle with some sort of huge boss unit who has a weak spot or two. But **where Metal Slug: 2nd Mission succeeds is the variety of gameplay.** On some stages, for example, you'll be able to drive a tank or a submarine. Even cooler, you'll get to play levels where your only weapon is a combat knife (so you'll have to get close and personal with your enemies). The best gameplay element, and perhaps the one factor that will keep you coming back for more and more, is the hostage rescuing bit. The rag-tag P.O.W.s all have names now, and you have a Pokédex-style "Rescue List" to fill out. Since some are cleverly hidden, you're driven to...ahem... "collect them all." It's certainly a refreshing twist on a veteran genre. My biggest complaint with the game is that some of the levels are a little troublesome to figure out. They don't scroll in just one direction and are spread out all over the place. **Shoe**

I've played Metal Slug before in the arcade and on the PlayStation, and this mini-version stands up well to those. For a classic-style action game, this has **plenty of eye candy and variety in gameplay.** Keeps the replay value fairly high so that you're not done with the game until you've rescued all the hostages. Slowdown is a bit of a concern, but the graphics and animation are so nice you don't notice it as much. It's got speech, too. **Chris**

I thought that the first Metal Slug translated to the NGPC extremely well. **2nd Mission picks up right where the first one left off,** with more of the same twists on the classic arcade gameplay. Part of what makes Metal Slug so endearing to me is the art direction as well as the minuscule hand-drawn details on the sprites—and 2nd Mission's improved graphics and animation really capture that look. If it's a shoot-'em-up you want, this game delivers. **Che**

I really enjoyed the last Metal Slug on NGPC, and while the sequel isn't groundbreaking, it's certainly one of the best scrolling blasters I've played on a handheld. The graphics are great (in an old-school NES kinda way) and **the gameplay is sufficiently varied to keep you hooked.** It's more than just shooting too. As Shoe said, there's a real incentive to work your way through the game methodically to get the hostages. Another cool NGPC game. **John**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	7



Gals Fighters

Publisher: SNK
Developer: Yumekobo
Featured In: EGM #128
Players: 1-2
Supports: Link Cable
Best Feature: All of SNK's women in one game
Worst Feature: AI wakes up when they're low on life
Web Site: www.snkusa.com



About time someone made an all-girl fighting game, don't ya think? SNK has so many women characters that it just makes sense. But there are still a few cameos (some surprising) of the guys from SNK's other fighters. Battles often begin very slowly, but as you get your opponent's health meter lower, they really heat up. It's as if the AI is based solely on how much energy your opponent's got, and that point gets higher and higher as you work your way up. Perhaps the most innovative feature of Gals Fighters is the item system. You'll win items in battles, each of which you can use to your advantage. For example, some fill your special attack meter to full right off the bat, others take some energy away from your opponent at the start of the match, etc. Lose the match when equipped with an item, and it'll be stolen. In two-player battles, the winner can steal an item from the loser. So there's a lot more at stake than just your pride if you lose. The visuals in Gals Fighters are excellent. Animation is often a mix of serious attacks and humor. From Yuki screaming, "NO!" to Athena donning bunny ears and a wand, **you can tell the developers had fun with this game.** Only thing really lacking is a lack of an in-game moves list to look at in training mode. Otherwise, this is yet another superb handheld fighting game from SNK. **Chris**

NGPC handheld fighters continue to show incredible evolution. As good as Match Of The Millennium was last time around, Gals Fighters feels faster, more responsive, and actually looks better. The improvements are marginal, but they really do add a lot of drama to the fight. Two player mode is also handled nicely, with the option of losing or gaining "items" as you win or lose. **NGPC has actually given handheld fighting games credibility. Props to them.** **Che**

The last handheld fighting game I played was Street Fighter 2 on the ol' Game Boy a long time ago. Those of you who remember it will no doubt also recall that it was absolute crap. Imagine my surprise after popping in Gals Fighters. Wow. Not only is this the best handheld fighter I've ever played, it's also **one of the best-looking handheld games I've seen.** Like all fighting games, playing the computer does get old, so go get a buddy with a link cable ready. **Crispin**

With an act like Match of the Millennium to follow, Gals Fighters is a tough sell. The only real thing it has going for it is the femme-fatale theme. But will you want to play it after experiencing the huge cast and features galore (tag battles, mini-games, etc.) of SNK vs. Capcom? Probably not. **On its own, it's a decent game—it's probably the second best fighter on the system.** I just wish SNK would've kept pushing the envelope with the portable fighter genre. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	5	7

Pocket Sonic

Is that a rodent in your pocket?

There are certain things in this world that simply do not need to be improved, despite the rapid advancement of society around them. One of them is paper. Another is the original Charleston Chew. A third, apparently, is Al Gore's hair. But the biggest cultural staple of all (according to **ODCM**) is a little gem called *Sonic the Hedgehog* in all of its splendid, old-school, blast-processing 2D glory. After several appearances on Genesis and a few more on Game Gear, the rodent in a hurry (or rodent à *depeche mode*—no, we just can't get enough) has now made his way onto the Neo Geo Pocket Color. With a game that utilizes its beautiful screen and an excellent translation to the fullest, SNK's portable wonder has finally found its *raison d'être*.

Pocket Adventure is essentially an adaptation of *Sonic 2* for Genesis, with bits and pieces of the third Genesis game thrown in for good measure. The graphics are incredibly sharp, and all of the original game's speed manages to survive the translation. The only graphical deficiency is in the lack of parallax scrolling, but this failing is hardly noticeable. And with SNK's excellent joypad, control is actually better than that of the original game. Even the sound is quite good (despite the tinny speaker). The result is a fantastic ride that's every bit as addictive as its 16bit sibling. Play it again for the first time. If you happen to have a Neo Geo Pocket Color, we guarantee you won't regret it. **EVAN SHAMOON**

PLATFORM NEO GEO POCKET COLOR
PUBLISHER SNK
DEVELOPER SNK/SEGA
PLAYERS 1-2
ORIGIN JAPAN
PERIPHERALS LINK CABLE
ESRB E
PRICE \$34.95



SNK vs. Capcom

Violence-to-Go

After providing nearly every home console in existence with close to an infinite number of 2D fighting incarnations, Capcom and SNK have

PLATFORM NEO GEO POCKET COLOR
PUBLISHER SNK
DEVELOPER SNK
ORIGIN JAPAN
GENRE FIGHTING
PLAYERS 1-2
PERIPHERALS LINK CABLE
ONLINE NO
ESRB T
VMU COUNT N/A
PRICE \$34.95

mated and begat a wee tot for the Neo Geo Pocket Color (no: we don't know who wears the pants in this relationship, but we'd bet dollars to pesos that they fight about it a lot). The game is a joy to play, and is packed with content—from its 18 immediately selectable characters to a wide array of mini-games, this one is one of the best portable games around.

Rather than attempting to recreate the look of its coin-op archetypes, the characters in this miniaturized rendering have an aesthetic sensibility all their own. Super-deformed warriors abound (including perennial favorites from both companies' fighting franchises), and these folks are so well-animated that it's easy to forget their scale.



Most importantly, however, the developers have squeezed nearly every ounce of the original's fine-tuned gameplay into this tiny cart. Which means that you'll be rockin' fireballs, sonic booms, and ill-nasty combos from the moment you pick it up. The machine's lack of buttons is handled in brilliant fashion, as the power of each attack depends on how long each corresponding punch or kick button is depressed. With a link-up two-player option, several different play modes, DC compatibility and those simple-but-addictive mini-games, this one shines brightly on the little screen. Don't leave home without it. **EVAN SHAMOON**

Card Fighter's Clash

Although there's a steep learning curve, this game will reward the patient gamer. Essentially a collectable card game in cartridge form, you start with a deck of cards based on SNK and Capcom fighting game characters. Arranging your deck and laying out your cards in a certain order causes damage to your opponent. If their hit points reach zero, you can snag some of their cards. You move up through the one-player rankings by building and maintaining your deck, but the real



fun comes when you add a link cable and a human opponent. Weird, but very fun.

JASON PASSAMA

COMPANY SNK AND CAPCOM AVAILABLE NOW PRICE \$34.95

Official Sega
Dreamcast
Magazine

Score 9
out of 10

106 Official Sega Dreamcast Magazine July/Aug 2000

Gals Fighters

It's about time we see a handheld game that features a cast of all girl fighters that flat out rocks. Gameplay is fast and furious, just what you'd expect from an SNK fighter. With eight female fighters to choose from, the highlight of this game is the Queen of Fighters option (the game's story mode)—where you fight against CPU controlled hotties in brutal hand-to-hand combat. As you make your way through this mode, you earn bonus items that can be used in later bouts, which pay off when you face Miss X: the mysterious boss. Beat her and you'll win the coveted 'K Talisman,' which grants



your fighter wishes. A VS Mode is available for battling a friend via the link cable. It's no X-Men Vs. Street Fighter, but SNK delivers the fighting goods on handhelds like no one else.

JASON PASSAMA

COMPANY SNK AVAILABLE NOW PRICE \$49.00

Official Sega
Dreamcast
Magazine

Score 8
out of 10

July/Aug 2000 Official Sega Dreamcast Magazine 107

Last Blade

Publisher: SNK
Developer: SNK
Featured In: EGM #130
Players: 1-2
Supports: Link Cable
Web Site: www.snkusa.com

Best Feature: Excellent control
Worst Feature: Moves very slowly for a fighter

The Neo•Geo Pocket Color is quickly becoming the system of choice for 2D fighting fans. It always amazes me just how much depth SNK is able to give to these little handheld fighters, especially only having two buttons to work with. Last Blade uses a point system, meaning you gain points after accomplishing certain things that will unlock extra modes. The game has more in common with Samurai Shodown than the other NGPC fighters as far as the feel and battle system go, so if you long for the breakneck speed of SNK vs. Capcom you may not be satisfied. Each hit in TLB is more of an event, keeping the match at a slow pace with a flurry of activity every few seconds. Reversals are just as, if not more important than, blocking your opponent's attacks. There is some strategy (when you choose your fighter you get to decide whether you want them to concentrate on speed or power) and the graphics are crisp, with nice dramatic scenery, but the music feels too slow to belong in a fighting game. Overall, it's another solid NGPC fighter.

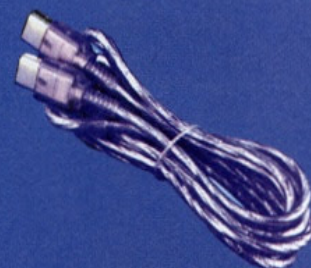
Greg

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	9

PERIPHERALS

NYKO Powerlink

Nearly every game available for the NEOGEO Pocket from SNK has some form of two-player mode to try—and a couple of them, like the VS mode in Bust-A-Move Pocket or two-player in Pocket Tennis should not be missed. You've probably noticed that the NEOGEO Pocket is meant for a single player, but with a link cable like the Powerlink from Nyko, you can challenge a friend anywhere at any time. Of course, you'll also need a second NEOGEO Pocket and a second copy of the game to make this magic happen, and because of



this, we'll only recommend investing in a cable if you already know someone with the gear. If and when you do take the plunge, one link cable is as good as another—but for the fashion-inclined, the Powerlink comes in a variety of shiny foil colors. It looks like the wiring you'd find behind a panel on the Starship Enterprise. Cool.

COMPANY NYKO AVAILABLE NOW PRICE \$9.99

Official Sega
Dreamcast
Magazine

Score 10
out of 10

May/June 2000 Official Sega Dreamcast Magazine 89

US Retailer Adverts





Available Colors

- Anthracite
- Blue
- Clear
- Ocean Blue
- Platinum Silver
- Stone Blue

NeoGeo Pocket Color System

NeoGeo Pocket Color's 16 bit CPU generates unbelievable graphics and superior game play. Loads of awesome games to challenge and entertain everyone of all ages. Pack your Pocket for infinite fun to take anywhere. Get Pocket Power!

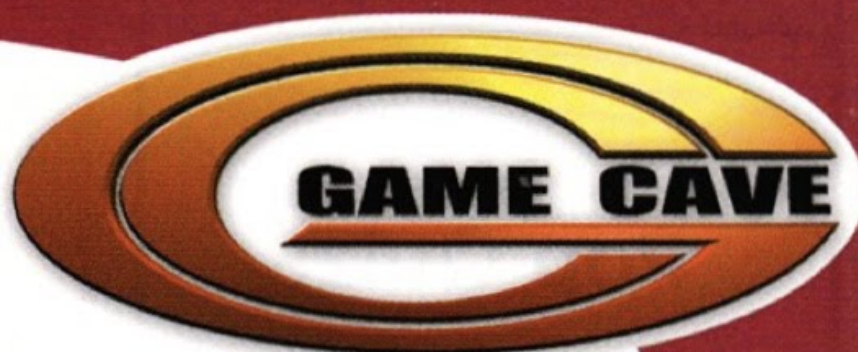
NeoGeo Pocket

Baseball Stars	\$27.99	Metal Slug 2nd Mission (Import)	\$39.99
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• Codes • Pictures • Movies



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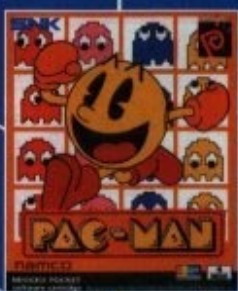
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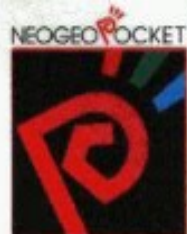


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in handheld gaming.



GAME over, BOY



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YA A TU ALCANCE...

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- Joystick de Neo Geo CD
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- 20 horas de juego
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Neo Geo Cup '98

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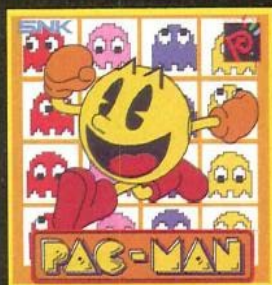
Instrucciones en castellano

- CPU de 16 bits
- Más de 40 horas de juego
- Dimensiones: 128 X 79 X 30 mm.
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- Compatible con la Dreamcast de Sega

**Más de 100
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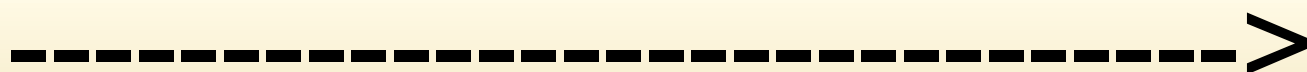
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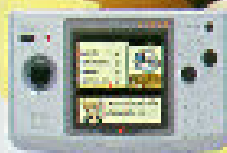
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Japanese Adverts



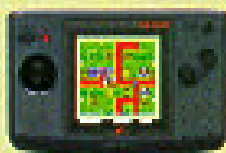
I'm not Boy



ワザワザ1601



ワザワザ1602



ワザワザ1603



ワザワザ1604



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●印刷のため実際の商品と色が若干異なります。●仕様、発売日等は予告なしに変更することがあります。●画面はすべて開発中のものでハメコミ合成です。●本体とソフトは別売です。

株式会社 SNK 〒564-0053 大阪府吹田市江の木町 1-6 SNKサービスセンター TEL.06(6339)0110 (受付時間) 9:00~17:00 (土・日・祝及び時間外はテブサービス) ※電話番号はお間違えなく。

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**CRYSTAL
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- シェイプアップしたボディで高性能はそのまま!
- 新色もプラスされ、8色のカラーバリエーション!
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◆使用電源/単三形乾電池2本(アルカリ電池推奨) ◆連続使用時間/アルカリ乾電池の場合、約40時間使用可能
◆本体重量/約165g(電池含む)

ネオジオポケット専用ソフト 10.21発売予定タイトル



カードゲームで大激突!!
まずは、SNKで攻めようぜ
(デジタルカードゲーム)
**SNK VS. CAPCOM
激突カードファイターズ**
SNKサボータースバージョン
10月21日発売予定
価格 3,800円 (税別)

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(シミュレーション)
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ON** ネオジオポケット
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ポケットサイズのバチスロ
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ポケットラブ〜if〜
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名作「R-2」がキャンペーン価格
になって登場だ!!
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キング・オブ・ファイターズR-2
[キャンペーン版]
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価格 2,980円 (税別)

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最強の武器をつくり出せ!!
(RPG)
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※商品がなくなり次第キャンペーンは終了させていただきます。あらかじめご了承ください。



NEW

バージョン

いいことずくめ！ ネオポケNEWバージョンが 10月21日に発売されるぞ！

10月21日にネオポケニューバージョン「NEW！ネオジオポケットカラー」が発売される。より小さく、そしてより軽くなって、カラーバリエーションも新たに追加。そのうえ値段もさがって登場する新しいネオポケを、びしっとチェックしてみよう。



左がネオポケのニューバージョン。はっきりいってひとまわり小さいです！

左がニューバージョン。カタログスペック上は同じはずの「高さ」も、新しい方が低いような…



リニューアルされて、ぐつと使いやすく便利になったネオポケのニューバージョンが10月21日に発売されるぞ。今までと比べてどこが変わったのかというと、まず本体の軽量・小型化だ。サイズは従来のネオポケカラーと比較して幅4mm、奥行き6mm小さくなっている。ちょうどひとまわり小さくなった感じだ。また重さは20g軽くなっている。

実際にプレイしている時の操作感は大いぶ違ってくるし、外出時のカバンの中での収まり方にも差が出るはずだ。しかし、小さく軽くなっても画面サイズは従来のまま。携帯用ゲームハードの中で恐らくナンバーワンであろうその画質は、ダウンサイジング後も充分楽しめるわけだ。それからカラーバリエーションの追加も見逃せないポイント。従来型で人気の高かった3種類に加え、今回パールブルー、クリスタルイエロー、クリスタルブルー、クリスタル、ソリッドシルバーの5種類が追加されている。これだけで選択の幅も広がるに違いない。しかも、価格はこれまでより2千100円も安くなっているのだ！これは1年前に出たモノクロ版のネオポケよりも低い値段。もちろんこれまでに発売されたソフトもすべて遊べるし、これももう買うしかない！

NEW! ネオジオポケットカラー本体スペック

【製品名】

・NEW! ネオジオポケットカラー

【基本性能】

- ・CPU 16ビット
- ・液晶 専用反射型カラーTFT
160×152ドット
サイズ: 45mm×48mm
- ・システムソフトウェア 世界時計
カレンダー
星占い
アラーム機能
擬似カラー対応
- ・同時発色数 146色
- ・使用電源 単3型電池2本使用
- ・連続動作時間 約40時間 (アルカリ電池使用時)

【サイズ】

・126mm (幅) × 74mm (奥行き) × 30.5mm (高さ)

【重量】

・約125g (電池重量含まず)

【外部端子】

- ・通信 有線通信ケーブル用5ピンコネクター
無線通信ユニット
- ・音声 ステレオヘッドフォン端子
- ・電源 ACアダプター

【発売予定日】

・99年10月21日

【予定価格】

・6,800円

【カラーバリエーション】

・パールブルー、クリスタルイエロー、クリスタルブルー、
クリスタル、ソリッドシルバー、プラチナブルー、
カモフラージュブルー、カーボンブラック

※赤字の部分は現行のネオジオポケットカラーからの変更点、及び本体のニューカラーになります。

10月21日に同時発売が予定されているソフト

●SNK VS. CAPCOM 激突カードファイターズ

SNKサポーターズバージョン

16M/SNK/デジタルカードゲーム/3,800円

●SNK VS. CAPCOM 激突カードファイターズ

CAPCOMサポーターズバージョン

16M/SNK/デジタルカードゲーム/3,800円

●パチスロ アルゼ王国ポケット HANABI

4M/アルゼ/パチスロシミュレーション/3,800円

●ビーストバスター〜闇の生体兵器〜

16M/SNK/アクションRPG/3,800円

●ポケットラブ〜if〜

16M/キッド/恋愛シミュレーション/4,800円

●キング・オブ・ファイターズR-2<キャンペーン版>

16M/SNK/格闘アクション/2,980円

●バイオモーター ユニロン<キャンペーン版>

8M/夢工房/RPG/1,980円

●電車でGO!2 ON ネオジオポケット

32M/SNK/シミュレーション/4,500円

※タイトルから順にメガ数、メーカー、ジャンル、予価 (税別) です。

最新レポート!!

ネオポケ



新タイプのソリッドシルバー。
ぐっとおとなっぽい雰囲気



新タイプのパールブルー。
シンプルでいい感じだ



以前からあるプラチナブルー。
残るってことは人気があるのだ



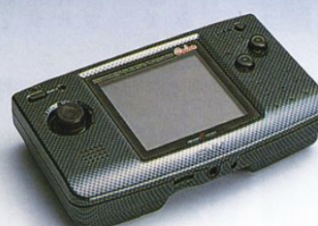
これも新タイプの
クリスタルイエロー。
今はやりのスケルトンタイプ



これも以前からある
カモフラージュブルー。
青を基調にした迷彩色だ



クリスタルブルーも新タイプ。
ブルーはスケルトン系で
もっともはえる



カーボンブラック。
これもモノクロ時代からある
ネオポケの定番カラー



新タイプのクリスタル。
無色だとしゃれな感じよりも
メカっぽい感じに



【あ、もしもし佳世子?私、私。昨日さあ、アサミと喧嘩しちゃってね、あの子ガーってすごい迫力で怒ってるのよー。うんうん、あの子よくわかんないよね。もう決着つけないとね。うんうんうん、そうだよねー。喧嘩はよくないよね。うんうん、いっしょに温泉行った仲だしー。うんうんうんうんうんうん。あの子チョコレートだよー。チョコレートとシュークリームぐらい交換してくれてもいいんじゃない。うんうん、そうでしょ、そうでしょ、そうでしょ、交換してみんなで喜びを分かち合えないとどうすんのよねー。うんうんうんうん、あっイヤッ。もうネコがこっち見てるのよームカツク。しっしっ。ごめんごめん、それで、うんうんうんうんうんうんうん、そうなのよ、あの子最近変わったよねー。服装も派手になったしー、化粧も派手だしー、まゆげ長すぎだよねー。うんうんうんうん日毎に変っていく³あの子が怖い怖い。うんうんうんうんうんうん、いいのよ、私は私なんだから、うんうん、そういえばアサミの友達の彼氏の友達のツヨシ君がまた遊びに行こうって電話があったよ。つながり⁴って大切だよねー。うんうんうんうんうんうんうんうんうんうんうんうんうんうんうん。そうでしょ、そうでしょ、うんうんうんうんうん。じゃーね。】

(ゲームで仲良く)

ネオジオポケット デビュー

NEOGEO POCKET™

2/3는 게임기 네오지오 포켓 칼라판 탄생!



라이트 블루



스톤 블루



실버



카본 블랙



블루



크리스탈 화이트

● 146가지 색을 동시에 표시

고성능 16비트 CPU에 따라 4,069가지 색중에 146가지 색이 동시에 표시 가능하여 보다 선명하고 다채로운 칼라영상으로 게임을 즐길 수 있다.

● 연속 40시간 플레이 가능

연속 플레이 시간이 약 40시간으로 늘어나 더욱 재미있다.

● 보기편한 액정화면

SNK가 독자 개발한 반사형 TFT액정화면에 따라 어떤 각도에서도 화면을 잘 볼 수 있다. 또한 화면 크기 45mm x 48mm로 이전보다 보기 편한 크기이다.

● 360° 회전 가능한 레버

액션 게임에 더욱 강한 레버 스타일.

● 포켓메뉴 표준탑재

카렌다, 세계시계, 별점, 알람기능이 가능.

● 신작 소프트 소개

3월19일 발매 소프트 / 1. KING OF FIGHTER'S R-2 2. BASEBALL STARS
3. 포켓 테니스 4. 네오 체리 마스터
5. 네오 드래곤 와일드 6. 퍼즐 버블
7. 연결 풍

4월 발매예정 소프트 / 1. 사무라이 쇼다운 2 2. 메탈 슬러그 퍼스트 미션
3. 아랑전선 FIRST CONTACT 4. 더 메이저리그
5. 바이오 모터 유닛론(RPG) 6. 네오 다비헵트(경마게임)

5월 발매예정 소프트 / 1. 네오지오 '98플러스 2. 빅 토너먼트 골프
3. 크라쉬 로라(격투) 4. 뿌요뿌요 5. 상해(퍼즐)

소프트 공급 참가업체

세가 엔터프라이즈 / 소니 엔터테인먼트 / 다이토 / 남코 / 캡콤 /
SNK / 아타리 게임즈 / ADK / 다카라 / 데이터이스트 외 16업체

●기 타 : 메모리 백업시 RPG및 육성게임 가능 / 무선통신기능 /
드림 캐스트와 접속 가능 / 케이블 연결시 2인 대전 게임 가능

네오지오 포켓칼라 발매기념 페스티벌

시상내역 : 대상-2명:동경 SNK NEOGEO WORLD 외 2박3일 견학 / 1등-3명:5개월간 발매소프트중 1개씩 증정(총5개) /
2등-5명:4개월간 발매소프트중 1개씩 증정(총4개) / 3등-20명:3개월간 발매소프트중 1개씩 증정(총3개) /
4등-50명:2개월간 발매소프트중 1개씩 증정(총2개) / 5등-100명:1개월간 발매소프트중 1개씩 증정(총1개)

응모요령 : 네오지오 포켓칼라 박스에 있는 응모권을 기재하여 (주)빅 에이로 보내주시면 됩니다.

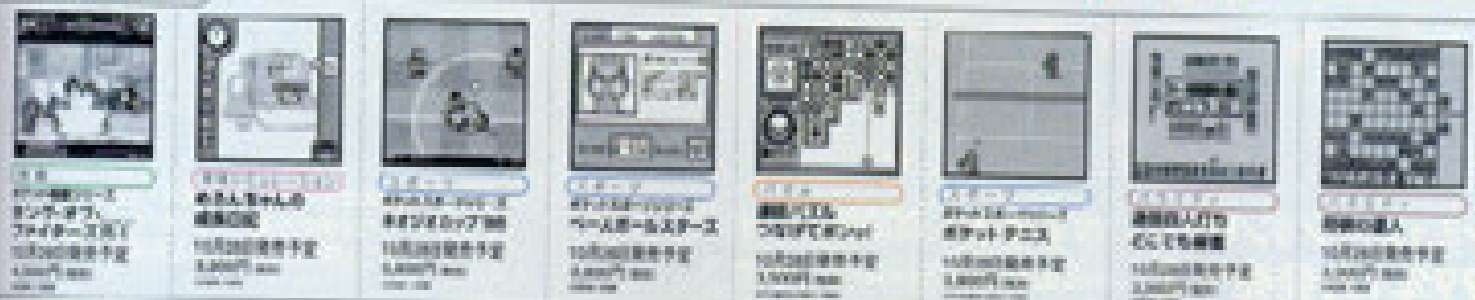
응모기간 : 1차-99.3.19~4.19(4월20일 추첨) / 2차-99.4.19~6.19(6월20일 추첨)

당첨발표 : 1차-6월호 게임파워, 게임라인, 게임매거진에 발표 / 2차-8월호 게임파워, 게임라인, 게임매거진에 발표

●자세한 사항은 (주)빅 에이나 (주)데크로 문의 바랍니다.



MY GAME NEOGEO POCKET



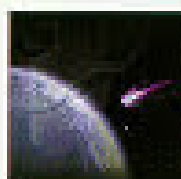


キミだけのユニット改造計画。



軽便ロボット“ユニトロン”に乗って、
 烈戦と冒険にチャレンジせよ!
 壮大なスケールのSFファンタジーRPG、
 ネオジオボケットに新登場!!

- 入るたびに景色を変える多彩なダンジョン!
- アームにマテリアルを組み合わせることで新しい武器をつくれ!
- 自分の思いどおりにユニットを改造できる!



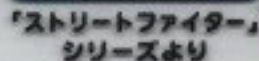
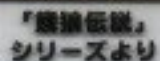
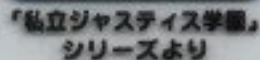
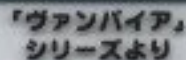
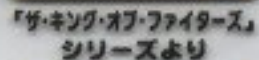
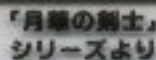
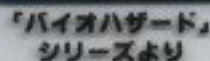
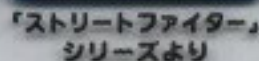
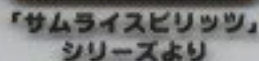
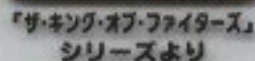
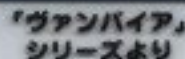
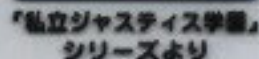
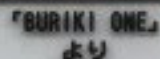
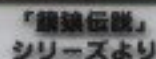
バイオモーター ユニトロン

車オジオボケット専用ソフト

1862

4月15日発売予定 価格3,200円(税別)

[illegible]



夢があるんだ。あの水平線の向かいに。

この世界に残された最後の都市“ランド”への移住を願って。
いま、少年と少女の独特な海の冒険が始まる。

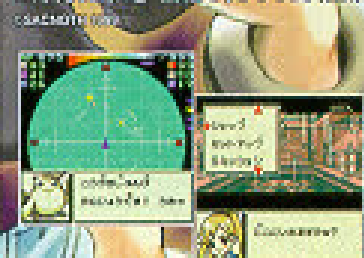
海洋冒険シミュレーションRPG

ダイブアラート バーン編とレベッカ編、
キミはどちらを選ぶ？



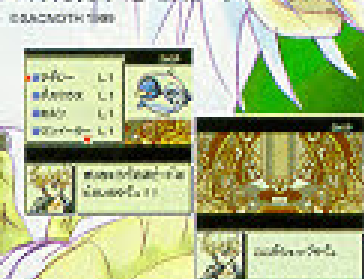
ダイブ アラート バーン編

ネオジオポケット専用ソフト
(シミュレーションRPG)
5月発売予定 価格3,800円(税別)



ダイブ アラート レベッカ編

ネオジオポケット専用ソフト
(シミュレーションRPG)
5月発売予定 価格3,800円(税別)

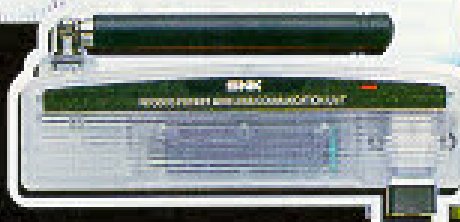


潜水艇バトルは、
無線での多人数対戦だ!!
別売の無線ユニットで複数台での潜
水艇バトルを行うと、とってもスリリン
グ。ソナーとにらめっこしながら、不
意に襲ってくる敵を退え撃て!!

無線で
ゲームが
遊べる!

ネオジオポケットの“遊び”
の可能性を広げる全く新し
いタイプの周辺機器が誕生!
無線による通信で、複数台参
加型のゲームプレイやコミュ
ニケーションを実現。

ネオジオポケット専用 無線ユニット
5月発売予定/予価2,980円(税別)



無線
UNIT
別売ソフト



仲間?友達?それとも...? 新感覚にげられRPG登場!

ニゲロンパ

nige-ron-pa



モモ

それは、人間と魔物が共存する不思議な世界“ニゲロンパ”での物語。
不純な(?)動機からワールドワーカーになったリオとモモの行く末やいかに?!

仲間を募集するニャ!

ハガキやポスター、テレビCMや飛行船...
様々な宣伝方法で仲間を募集しましょう。
募集方法によって、ユニークで
個性的な人(?)たちが応募してきます。

仲間の性格は要チェック!

仲間たちの性格は、まさに十人十色。
性格と合わない行動をさせ続けると、
パーティーを去ってってしまうことも...



リオ

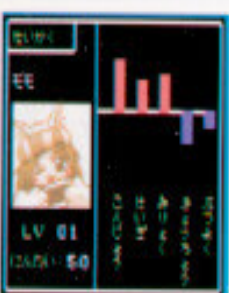
[RPG]

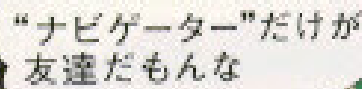
にげロンパ

©電脳映像製作所

11月23日発売予定

価格3,800円(税別)





夢があるんだ。あの水平線の向こうに。

無線
UNIT
対応ソフト

この世界に残された
最後の都市“ランド”への
移住を夢見て、
いま、少年と少女の
孤独な海の冒険が始まる…。

[illegible]

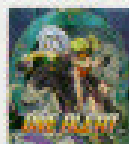


海洋冒険シミュレーションRPG

DIVE ALERT™

ダイブ アラート

2バージョンが同時にデビュー!
バーン編とレベッカ編、キミはどちらを選ぶ?



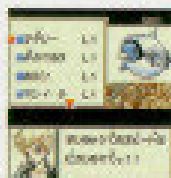
ダイブ アラート バーン編

ネオジオポケット専売ソフト
[シミュレーションRPG]
7月発売予定 価格3,800円(税別)
CSCA307F-1000



ダイブ アラート レベッカ編

ネオジオポケット専売ソフト
[シミュレーションRPG]
7月発売予定 価格3,800円(税別)
CSCA307F-1000



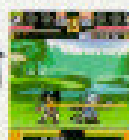
ソナー画面で敵を探して撃沈し、戦利品(敵船のパーツなど)をゲットせよ!でも、自分の位置を知られると、すべての敵から攻撃を受けるので、潜行と浮上を繰り返したり、エンジンを止めたりして、行方をくらませる必要があるゾ!

(カゲム様、ネオジオポケット)

幸運を祈る



ビッグタイトルぞくぞく、ネオジオポケット



サムライスピリッツ! 2
[格闘アクション]
8月10日発売予定
予価3,800円(税別)
CSCA307F-1000



バイオモーター
ユニットロン
[RPG]
好評発売中
価格3,200円(税別)
CSCA307F-1000



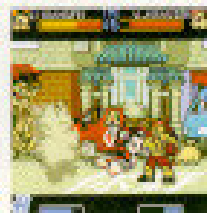
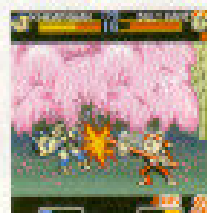
ネオゲオプロ野球
[スポーツ]
好評発売中
価格3,800円(税別)
CSCA307F-1000



キング・オブ・
ファイターズ R-2
[格闘アクション]
好評発売中
価格4,800円(税別)
CSCA307F-1000

「オレ、ただいま部活に夢中。この間の県大会で初めてライバルに出会った。アイツだけには絶対負けたくない!!」
誰にだって、忘れられない“ファーストコンタクト”がある。

連続シリーズ、ネオジオポケットに初登場! その名は「餓狼伝説ファーストコンタクト」!!



- おなじみの格闘キャラクター11人が参戦!
- パワーゲージをレベルアップして潜在能力を引き出せ!
- 別売の通信ケーブルを使えば通信対戦もOK!

餓狼伝説ファーストコンタクト
ネオジオポケット専用ソフト
[格闘アクション]
5月27日発売予定 予定価格3,800円(税別)
©SNK 1999



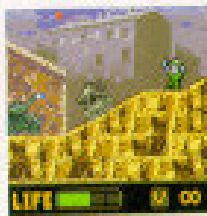
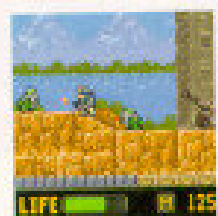
(やべんば、ネオジオポケットプレイヤー)
健闘を祈る

ボクのファーストミッション。

「ボク、ただいま彼女に夢中。初めてのデートに備えて今、作戦を練ってるんだ。デートで行く場所は、もう決めてるんだけど……」

誰にだって、忘れられない「ファーストミッション」がある。

痛快メタスラ、ネオジオポケットに初登場! 「メタルスラッグ ファーストミッション」いざ出発!



- 跳ぶ・撃つ・避けるのアクションゲーム決定版!
- クーデターを企む反乱分子たちを掃討せよ!
- アイテム満載、乗り物ステージもあるゾ!

メタルスラッグ ファーストミッション
ネオジオポケット専用ソフト
[アクション]
5月27日発売予定 予約3,800円(税別)
© SNK 1999



(おどろけ、ネオジオポケットコレクター)

成功を祈る

ポケットサイズのパチンコホール!

今度の
必勝ガイド増刊号は
「ネオポケ」で登場!

私が攻略の
アドバイス!

パチンコ必勝ガイド
編集長 末井 昭

パチンコ必勝ガイド
副編集長 大崎一乃 宛

パチンコ必勝ガイド

ポケットパーラー

パチンコ攻略雑誌「パチンコ必勝ガイド」から「見て・遊べて・学べる」スペシャル増刊号が登場! 大人気CRFカジノRXを限界まで再現! 本物さながらの面白さを味わえます。またストーリーモードも遊べて、おトクな1本!!



生肉金子



99年11月25日発売予定 予価3,980円(税別)



見る

「リーチギャラリー」

ここでは最新のリーチ紹介、ポケットパーラーから「始動・リーチ・大当たり」までの流れを、各リーチ毎に再現します。



遊べる

「パチンコゲーム/ストーリー」

画面裏面を使って美麗なシチュエーションから、ストーリーまで自分にプレイしてください。



学べる

「必勝解説」

本誌でお馴染みの大崎一乃氏から各機種毎の最新仕掛けや攻略情報をアドバイス。攻略の参考に!

パチンコ必勝ガイド杯 パチンコ大会開催!!!

「パチンコ必勝ガイド ポケットパーラー」の発売を記念して、パチンコ大会を開催します。大会にはパチンコ必勝ガイドの末井編集長や大崎一乃宛をはじめ有名タレントが多数参加予定。あなたの株票を持っています。

- 参加方法: ソフト同梱のアンケートハガキに必要事項を明記の上お送り下さい。真正なる抽選の結果、当選者のみこちらからご連絡いたします。
- 応募締切日: 2000年1月31日 (当日消印有効)
- 賞品: 抽選者 海外旅行 その他豪華賞品多数 参加者全員に景品あり。
- 詳細は下記ホームページをご覧ください。電話でのお問い合わせは受け付けておりません。

※当誌は発売中のものです。ネオポケ、ポケットパーラーはSANKYOの登録商標です。



株式会社ジャパンヴィステック
〒164-0001 東京都中野区中野2-19-2 中野第1 OSビル
<http://www.vistec.co.jp/pp/> (10月下旬OPEN予定)

© 1999 白夜書房/ジャパンヴィステック/SANKYO



SNKとCAPCOMの人気キャラクターが、 この秋、カードバトルで大激突!!



ギース

「餓狼伝説」
シリーズより

チャン

「ザ・キング・オブ・ファイターズ」
シリーズより

しき

「サムライスピリッツ」
シリーズより

キョウ

「ザ・キング・オブ・ファイターズ」
シリーズより

りょうま

「パワーストーン」
より

バツ

「私立ジャスティス学園」
シリーズより

サガット

「ストリートファイター」
シリーズより

モリガン

「ヴァンパイア」
シリーズより

ガイ

「BURIKI ONE」
より

マルコ

「メタルスラッグ」
シリーズより

イオリ

「ザ・キング・オブ・ファイターズ」
シリーズより

ジャンフェイ

「餓狼伝説」
シリーズより

ケン

「ストリートファイター」
シリーズより

ドノヴァン

「ヴァンパイア」
シリーズより

エレナ

「ストリートファイター」
シリーズより

ザンギエフ

「ストリートファイター」
シリーズより

かえで

「月華の剣士」
シリーズより

きばがみ

「サムライスピリッツ」
シリーズより

アテナ

「ザ・キング・オブ・ファイターズ」
シリーズより

テリー

「餓狼伝説」
シリーズより

チュンリー

「ストリートファイター」
シリーズより

ハヤト

「スターグラディエーター」
シリーズより

ひなた

「私立ジャスティス学園」
シリーズより

レオン

「バイオハザード」
シリーズより

あかり

「月華の剣士」
シリーズより

はおうまる

「サムライスピリッツ」
シリーズより

マイ

「餓狼伝説」
シリーズより

リュウ

「ストリートファイター」
シリーズより

さくら

「ストリートファイター」
シリーズより

レオ

「ウォーザード」
より

ナコルル

「サムライスピリッツ」
シリーズより

K'

「ザ・キング・オブ・ファイターズ」
シリーズより

リョウ

「龍虎の拳」
シリーズより

レイレイ

「ヴァンパイア」
シリーズより

デミトリ

「ヴァンパイア」
シリーズより

ロックマン

「ロックマン」
シリーズより

SNK & SACNOTH 新作ソフト制作発表会 in Zepp Tokyo

PS対応ソフト「クーデルカ」、NGP対応ソフト「SNK VS CAPCOM 激突カードファイターズ」の
制作発表およびイベントを開催致します。

開催日/1999年8月27日(金)

開催時間/第1部 午後1:00~午後2:30 第2部 午後4:00~午後5:30

会場/Zepp Tokyo 東京都江東区青柳1丁目バレットタウン

●会場の座席数に限りがございますので、ご招待状、又はSSC会員証・ご案内状のいずれかを御持ちでないお客様は、入場を
お断りする場合がございます。要しからご了承ください。

※当日入場された方はもちろん、ご来場いただいた方に特製プレスバックを進呈させていただきます。

※イベント内容等は、予告なく変更される場合があります。あらかじめご了承ください。





オム
に
ま
が
せ
ら
!



せいてんし
星天使タケル

ピンクリマン

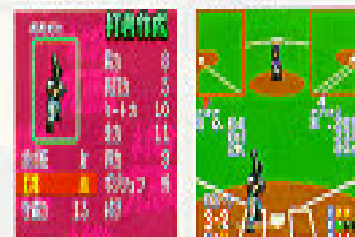
「ピックリマン2000 ビバ!ポケットフェスティバル!」予約キャンペーン

2月18日よりイトーヨーカドー ジャスコ ローソン

あのチームが、あの選手が実名で活躍！
本格プロ野球ゲーム登場！！

お気に入りの選手をエースにするのも、三冠王にするのも、おもしろい!!

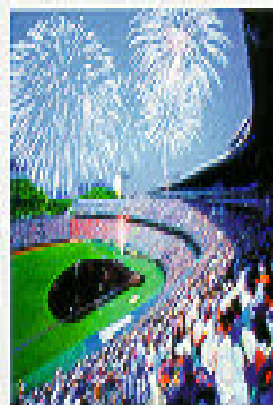
プロ野球ファンに朗報! 現在の12球団と選手が使えるプロ野球ゲームが、ネオジオカセットで決まりました。好きなチームが優勝できるか否かは、キミの手腕にかかっているのだ!!



対日本野球機構 対韓国 12球団公開試合 - 1

ネオボクプロ野球

- 最も詳しいプロ野球データに
基づいたゲーム内容!
 - エディット機能でドリームチ
ームの結成も実現化!
 - 格差ゲームと思えない迫力
のプレイを続々実現!



ビックリマンワールドへようこそ！

いつでも、どこでもビックリマンワールド! ポケットの中のお祭りだ!!



ビックリマン2000 ビバ!ポケットフェス手バア!



CAPCOM

SNK側奥見出し表示

CAPCOM側奥見出し表示

合体攻撃でフィニッシュ!



③「くらえ〜ッ! 波動拳・気功拳の合体攻撃!!!」

③「ハイ、カット!! もう完ペキ。
ほら、道ゆく人達も、みんなこっちを見てますよ」

③「……………」

※ 説明しきれない内容や誤脱・誤記・誤植についてはお問い合わせください。また、本誌に掲載されている情報は発行日時点のものです。



③ - SNK 社員
③ - カプコン 社員

合衆国ロケ地
[東京] 有明コロシアム

リュウ
BP 10
SP



27200円(税別)は月 12000円

コレもらえる。

店頭予約受付中!!



47ルチャンス
キャンペーン

47ルチャンスを活用して、
SNK&CAPCOMの合計イラストをゲットしよう!

店頭で「SNK&CAPCOM」を予約すると、SNKの
47ルチャンスキャンペーンで合計イラストをゲットしよう!

カードでアクション!



◎「あの～、ホントにやるんですか?」

◎「ハイ、もちろん!
名づけて〔SNK vs. カプコン・カードで激突!!〕編。
どうです、イケてるじゃないですか!」

◎「.....」

◎ = SNK 社員
◎ = カプコン 社員

今回のロケ地

(株)カプコン開発本部長
岡本常務の部屋

※ちなみにこれはSNKの広告です。
撮影協力(株)カプコン
衣装協力(株)コスバ

SNK 伊東プロデューサー

カプコン 竹下プロデューサー



SNK vs. CAPCOM



SNK vs. CAPCOM in ネオジオポケット 第1弾

『激突カードファイターズ』、今秋登場!!

SNKとカプコンの人気ゲームキャラクターたちが、知力で勝負するカードバトルゲームで大激突!まさに、アンビリバボー!!

ネオジオポケット専用ソフト (デジタルカードゲーム) SNK vs. CAPCOM 激突カードファイターズ 今秋2バージョン同時発売予定



無線対応ソフトもぞくぞく!! ネオジオポケットの遊びの世界が広がる!!

多人戦での対戦が
おもしろい!!
無線ユニット
好評発売中
価格 2,980円 (税別)



カード遊びやメール交換
ベクトルも育成できる。
(コミニケーション)
パーティーメール
9月発売予定
価格未定



最大4人までで
ブラックジャックが楽しめる。
(カード)
ネオ・21
9月発売予定
価格未定



ネオジオポケット版
オリジナルモードも搭載!!
(パズル)
ふよふよ通
好評発売中
価格 3,800円 (税別)

change your Pocket
SNK

●本誌に掲載の製品と色が若干異なります。●仕様、価格等は予告なく変更されることがあります。●掲載はすべて発売中のもののみで、一部は企画段階です。●本誌とソフトは別売です。
●「ふよふよ通」は、(株)セガエンタープライゼスの許諾を受けて、(株)SNKが制作・販売するものです。●「カード遊びやメール交換」は、(株)セガエンタープライゼスの許諾を受けて、(株)SNKが制作・販売するものです。
●「パズル」は、(株)ナムコの許諾を受けて、(株)SNKが制作・販売するものです。



9/1(水)~ダブルチャンス！店頭予約キャンペーン開催!!

店舗で「激突カードファイターズ」を予約すると、SNK&CAPCOM合作イラスト入り特製カードがもらえる! さらに、購入の際にそのカードを店頭で提示すれば、豪華SNK&CAPCOM合作イラスト入りホスターもプレゼント!

ダブルチャンスを活かして、SNK&CAPCOMの合作イラストをゲットしよう!

カプコン開発社員 石澤さん

カプコン開発社員 谷口さん

スオジオポケットカラー
好評発売中 / 価格8,900円(税別)

リウウ
BP 10
SP

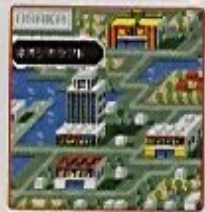
NEOGEO POCKET

激突カードファイターズ

主人公とスターターデッキの中身が違う。
2バージョンを同時リリース!!

主人公とスターターデッキの中身が違う。

2バージョンを同時リリース!!



●1人プレイ専用のストーリーモードで
大衆戦を堪能せよ!



●両メーカーのキャラが合計約300種類
ものカードで登場!



●対戦してカードを集める!友達とのカード
交換も可能!(※)



●「カード」を有利に展開できる多彩なアクション
カードの数々!

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●「激突カードファイターズ」は、一部(※)カプコンの登録商標を受けて、(※)SNKの登録商標・著作権するものです。●「CAPCOM」は、(※)カプコンの登録商標です。

CAPCOM ポータブル



登場人物あふれる
定番ゴルフゲーム!
「スラッシュ」
ビッグターナメントゴルフ
好評発売中
価格 3,800円(税別)



シンプルだけど奥が深い
パズル(上海ミニ)登場!!
「パズル」
上海ミニ
好評発売中
価格 3,800円(税別)



あの名作パックマンが
ネオジオポケットに登場!!
「パックマン」
パックマン
好評発売中
価格 3,800円(税別)



ネオジオの格闘的な
恋愛シミュレーション登場!!
「ポケットラブ」
ポケットラブ〜
10月28日発売予定
価格未定



ポケットサイズのパズル
本格シミュレーション
「パズル」
パズル
10月28日発売予定
価格未定

“SNK VS. CAPCOM” 第2弾・格闘アクション(仮称)は、この冬ネオジオポケットに登場予定!

SNKホームページ

<http://www.neogeo.co.jp/>

SNK vs. CAPCOM オフィシャルページ開設!

株式会社SNK 〒564-0053 大阪府吹田市江の木町1-8 ◆SNKサービスセンター ☎06(6339)0110 [受付時間] 9:00~17:00(土・日・夜及び祝祭日はテブサービス) ※電話番号はお間違えなく。

桜の季節がやってきた!
お花見にネオポケも連れてって!



桜の季節がやってきた!
お花見にネオポケも連れてって!



ネオポケ話題の新作ソフト! 伝説のオウガバトル外伝〜ゼノビアの皇子〜



誰が少年に剣を授けようとしたのか

伝説のオウガバトル外伝 ゼノビアの皇子

4月27日発売予定/価格3,800円(税別)

君の知らないサイドストーリーがここに

闘うのか、それとも殺すのか。友情か、それとも打撃か。
あらがい難い時のうねりの中、少年に決断の剣は訪れる。

運命に翻弄される少年一狼の名はトリスケン。

伝説のオウガバトル外伝 ゼノビアの皇子 ネオジオポケットに登場。



NEOGEO POCKET
COLOR

8色。ネオジオポケットカラー

絶賛発売中! 価格6,800円(税別)

●14色同時表示で見やすく美しい画面! ●操作感バツンの両面がシリコンで滑べ!



125x74x30.5(幅×奥行×高さ)mm/約110g(本体+電池含む)

株式会社 SNK 〒564-0053 大阪府吹田市江崎町1-6
SNKサービスセンター TEL.06-6339-0110 (受付時間) 9:00~17:00(土・日・祝及び時間外はテープサービス) ※電話番号は変更なく。

ネオポケおすすめ新作ラインナップ!



定番の麻雀が1つになった!
[シューベル]
コイコイ麻雀
好評発売中
価格3,800円(税別)



廣文コッタンが再び出る!
メルヘンチック・シューティング!
[シューティング]
コットン
3月23日発売予定
価格3,800円(税別)



英雄伝説シリーズ第3弾!
「ワードオブライツ」の神々・地方!
[アドベンチャーRPG]
バラスロ アルセマ王国の神々
WARD OF LIGHTS
3月16日発売予定
価格3,800円(税別)



誰も知らなかった
オウガバトルが、ここに始まる。
[シューティングRPG]
伝説のオウガバトル外伝
〜ゼノビアの皇子〜
4月27日発売予定
価格3,800円(税別)



[アドベンチャーシューティング]
メタルスラッグ2nd Mission
好評発売中
価格3,800円(税別)

陸だ!空だ!海だ!1世掛けもグラフィックも
超パワーアップ!世界のゲームファンが待っていた
最高のアクションゲーム最新版!!



[格闘アクション]
幕末浪漢 特別編 月華の剣士
〜月に依りて、影に依りて〜
3月16日発売予定
価格3,800円(税別)

風が、守矢が、宿命の刃に火花を散らす!
「月華の剣士」ついに登場!



NEOGEO POCKET
COLOR

8色。ネオジオポケットカラー

絶賛発売中! 価格6,800円(税別)

●14色同時表示で見やすく美しい画面! ●操作感バツンの両面がシリコンで滑べ!



125x74x30.5(幅×奥行×高さ)mm/約110g(本体+電池含む)

株式会社 SNK 〒564-0053 大阪府吹田市江崎町1-6
SNKサービスセンター TEL.06-6339-0110 (受付時間) 9:00~17:00(土・日・祝及び時間外はテープサービス) ※電話番号は変更なく。

ネオジオポケットにあいつが、やってきた!

SONIC THE HEDGEHOG POCKET ADVENTURE™

ソニックザヘッジホッグ ポケットアドベンチャー

●発売日未定 ●価格3,800円(税別)




©SEGA ENTERPRISES, LTD., 1992, 1999.



NEO GEO POCKET COLOR™

8色、変える
ネオジオポケットカラー

絶賛発売中! 価格6,800円(税別)

- シェイプアップしたボディで高性能はそのまま! ●146色同時表示で見やすく美しい液晶画面!
- 鮮色もプラスされ、8色のカラーバリエーション! ●操作性バツマンの最新グラフィックで遊べ!

126×74×30.5(幅×奥行き×高さ)/約165g(単3電池2本含む)



株式会社SNK 大阪府吹田市江坂1-6 WWW.neo-geo.co.jp
●印刷のため実際の商品と色が若干異なります。●画面はすべて開発中のもので、ハズレも含みます。●仕様、発売日は予告なく変更することがあります。●本体とソフトは別売です。

change your pocket
SNK



EVOLUTION

神機世界
NEO GEO POCKET COLOR
はじめてのアドベンチャー

©SEGA ENTERPRISES, LTD. & ESP, 1996
©ESP, 2000

NEO GEO POCKET SOFT CATALOGUE

ネオジオポケット ソフトカタログ

陸だ! 空だ! 海中だ!

仕掛けもグラフィックも超パワーアップ!

世界のゲームファンが待っていた最高のアクションゲーム最新版!!



METAL SLUG 2ND MISSION

アクションシューティング
メタルスラッグ 2ND MISSION
3月9日発売予定
価格3,980円(税別)



© SNK 2000

楓が、守矢が、宿命の 刃に火花を散らす!

「月華の剣士」ついに登場!

力が技か? 2つの属性で鋼を削れ!
ポイントをためると遊べる
「ほうむらん競争」と「地獄門大脱出」!



幕末浪漫特別編 月華の剣士

月に咲く華、散りゆく花

carbon black

格闘アクション
幕末浪漫 特別編
月華の剣士
3月16日発売予定
価格3,800円(税別)



© SNK 2000



各誌絶賛!!
格闘ゲームファンに贈る
夢の対戦!!

頂上決戦 最強ファイターズ SNK VS. CAPCOM

●格闘アクション ●好評発売中 ●価格4,300円(税別)



楽しさ満載!! 300種類のカードで激突バトル!

カードに
ハマれ!!



SNK VS. CAPCOM 激突カードファイターズ

●デジタルカードゲーム ●好評発売中 ●価格各3,800円(税別)

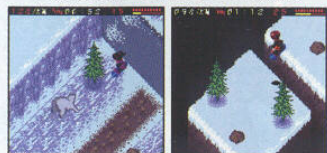
■SNK 1999 ©CAPCOM CO.,LTD.1999 ALL RIGHTS RESERVED. ■SNK 1999 ©MOTO KIKAKU. ©CAPCOM CO.,LTD.1999 ALL RIGHTS RESERVED. (CAPCOM)は、(株)カプコンの登録商標です。
「激突カードファイターズ」「頂上決戦 最強ファイターズ」は、一部権利カプコンの承認を受けて、(株)SNKの製造・販売するものです。

障害物をさけながら
華麗に滑ろう!



クールボーダーズ ポケット

●好評発売中 ●価格3,800円(税別)



©2000 UEP Systems, Inc.

君はこの戦場で生き延びることができるか?!
本格シミュレーションRPG!!



●好評発売中 ●価格3,800円(税別)



©SACNOTH 1999

定番の麻雀と
花札が1つになった!



コイコイ麻雀

●3月9日発売予定 ●価格3,800円(税別)



©2000 VISCO CORPORATION

SNKの女の子キャラ
だけの格闘ゲーム登場!!



SNK ギャルズファイターズ

●好評発売中 ●価格3,800円(税別)



©YUMEKOB0 / SNK 2000



日本中の妖怪を撮影しよう!
おなじみのあの妖怪も登場する?
スナップアクションRPG!!

水木しげるの妖怪写真館

●好評発売中 ●価格3,800円(税別)



©SNK 1999 ©水木プロ



引き裂かれた兄弟の絆。
鋼の騎士が地を駆ける!
超携帯級RPG登場!!

機甲世紀 ユニロン

●好評発売中 ●価格3,800円(税別)



©YUMEKOB0 1999

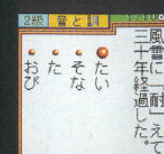
遊んでみようよ! ポケットの名作ソフト



ポケット リバーシ

●好評発売中
●価格2,980円(税別)

©2000 itsui/success



めざせ! 漢字王

●好評発売中
●価格3,980円(税別)

©SNK 2000
漢検9級相当程度です。最上級は漢検1級相当程度です。



ポケットラブ~if~

●好評発売中
●価格4,800円(税別)

©KID 1999



メタルスラッグ ファーストミッション

●好評発売中
●価格3,800円(税別)

©SNK 1999



上海ミニ

●好評発売中
●価格3,800円(税別)

©1999 Activision Inc. Shanghai Mini
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パチスロアルゼ王国 ポケット HANABI

●好評発売中
●価格3,800円(税別)

©1998, 1999 ARUZE CORP.



つなげてボンツ!2

●好評発売中
●価格3,200円(税別)

©YUMEKOB0 1999



ビーストバスター ~闇の生体兵器~

●好評発売中
●価格3,800円(税別)

©SNK 1999

食いしん坊の魔女“コットン”が
ハウキに乗って大活躍?!
メルヘンチックシューティング登場!



FANTASTIC NIGHT DREAMS COTTON

© SUCCESS 1991, 2000

シューティング
コットン
3月23日発売予定
価格3,800円(税別)
おねがいごと
助けてください!

人気爆発「ポケットHANABI」に続く第2弾!
多彩なモードで「アステカ」を徹底攻略!

パチスロ アルゼ王国 ..ポケット..



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実機攻略シリーズ第3弾!
魔法聖戦を征するのための必勝アイテム!

パチスロ アルゼ王国 ..ポケット..



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crystal blue



パチスロシミュレータ
パチスロ アルゼ王国
ポケットAZTECA
好評発売中
価格3,800円(税別)



パチスロシミュレータ
パチスロ アルゼ王国
ポケットWARD OF LIGHTS
3月16日発売予定
価格3,800円(税別)



crystal



シミュレーションRPG
伝説のオウガバトル外伝
ゼノビアの皇子
3月30日発売予定
価格3,800円(税別)



大人気の「ビックリマン2000」が
ネオジオポケットに登場!

- ビックリマンワールドならではの、イベントやミニゲームを
お祭り気分で楽しめる。
- ネオジオポケットの通信機能を使い、友達とのシールの交換や、
シールを取り合う通信対戦が楽しめる。



15周年記念イベント
ビックリマン2000
ビバ!ポケットフェスティバル!
3月16日発売予定
価格3,800円(税別)

誰も知らなかった
オウガバトルが、ここに始まる。

あの「伝説のオウガバトル」の基本システムを継承しつつ、オリジナルシナリオ、
オリジナルキャラクターで躍る新たな伝説。
これまで語られることのなかった聖王トリスタンの少年時代が明らかになる。



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